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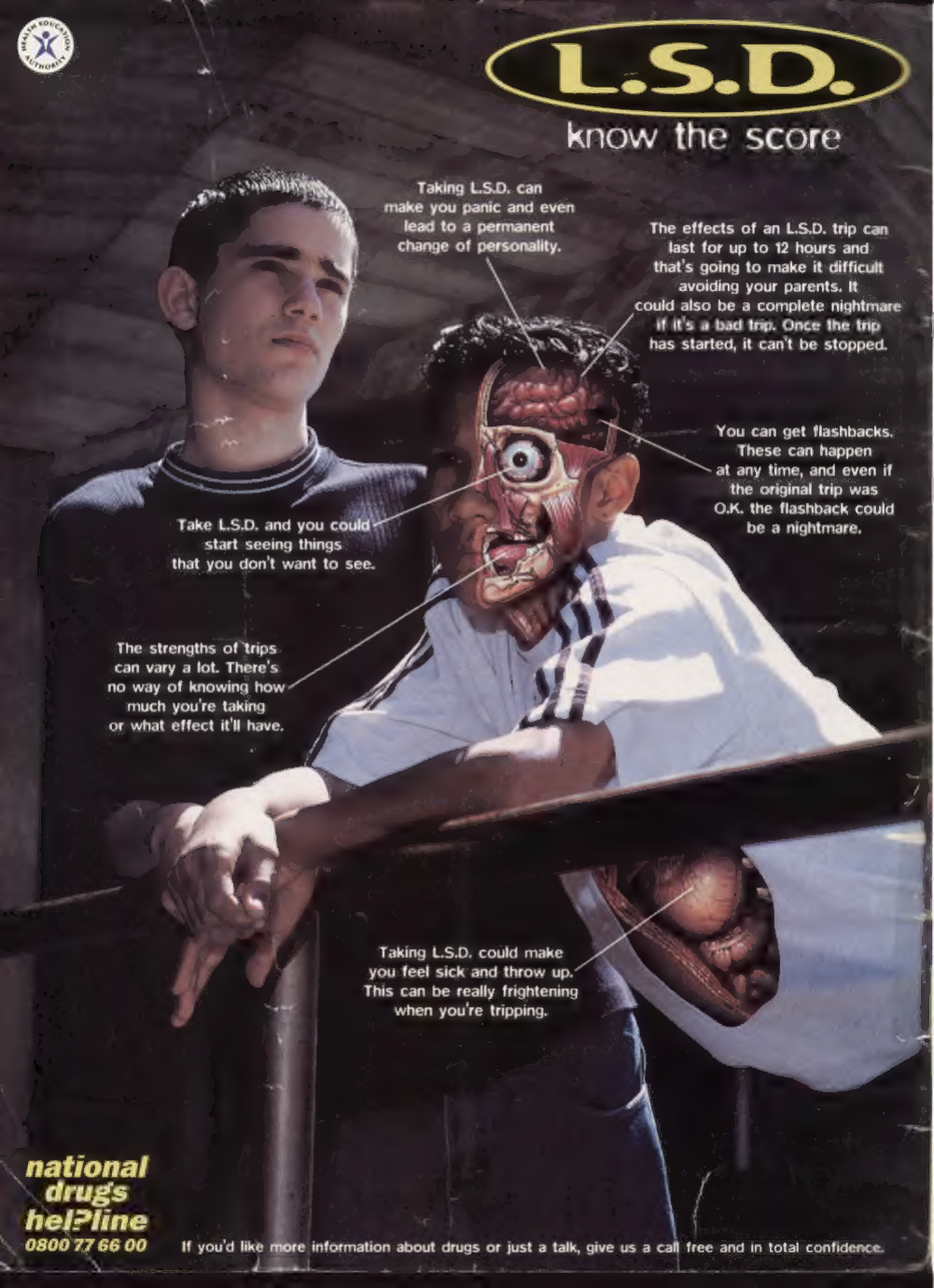
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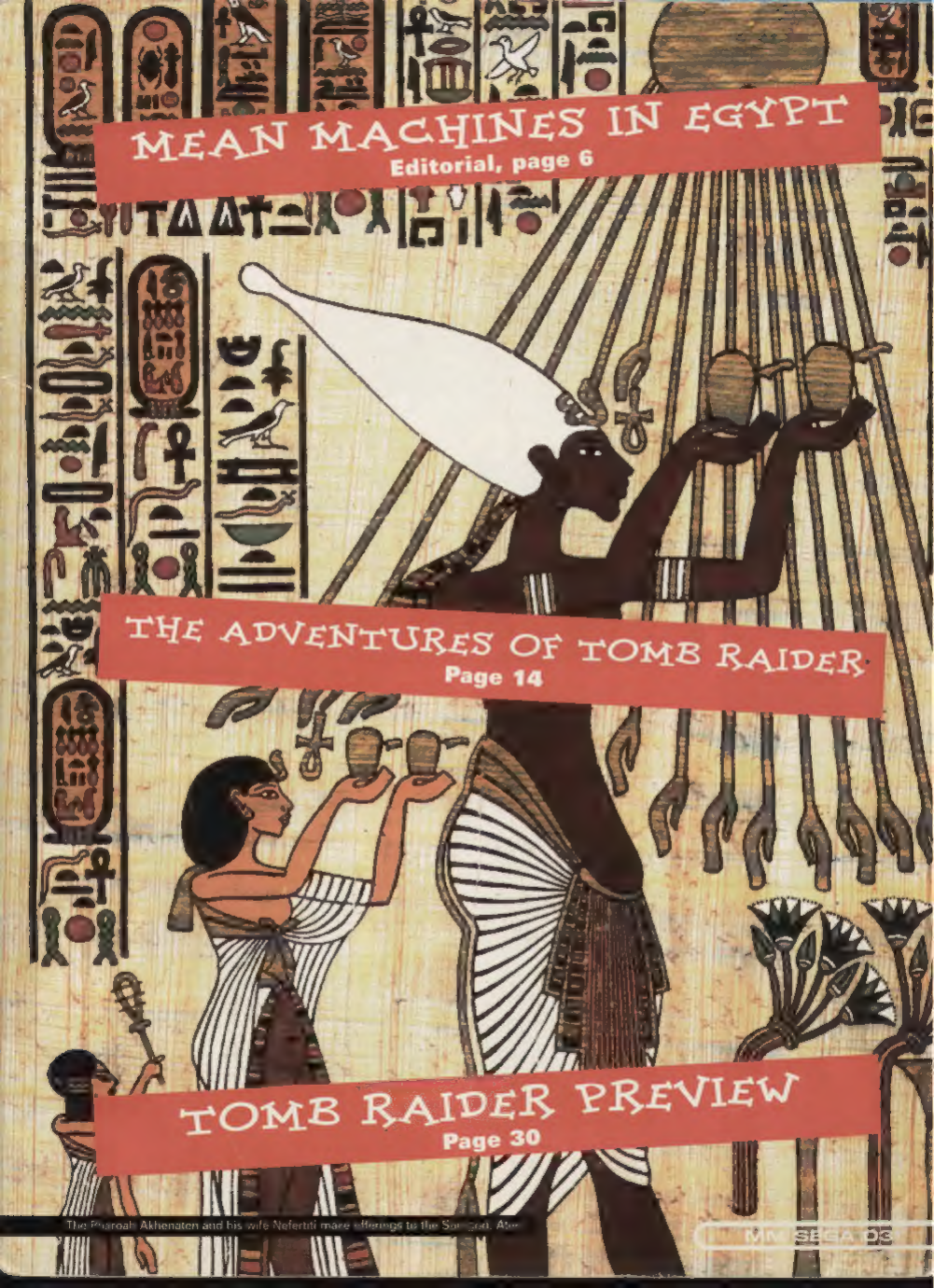

MEAN MACHINES IN EGYPT

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THE ADVENTURES OF TOMB RAIDER

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The Pharoah Akhenaten and his wife Nefertiti make offerings to the Sun God. Ate

MM SEGA 03

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TOMB RAIDER 30
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Bomberman is back, and this time he's brought his friends. All nine of them! Get ready for hi-ten Bomberman.

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Take the law into your hands with this futuristic driving shoot 'em up. Hunt down renegade perps and blow them away! It would be a 'crime' to miss this! Groan.

SONIC 3D 34
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Hung too with your globetrotting editor as he sets up the slide projector, gathers round the family and gets out his holiday snaps. Groan.

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News so fresh it makes Will Smith look mouldy! Even Kermit the Frog's Newsflashes can't compete.

CREAM OF SEGA 12
What you lot are actually spending your hard earned dosh on! This is the chart the matters.

DAN'S TIPS 40
Steve is now officially a distant memory as I finally get my own template for 'Dan's Tips'. Sniff! My mum is so proud.

OUT NOW 74
Games you can go down the shops and buy RIGHT NOW. This month we recommend you get two copies of NiGHTS. One to play and one to place on a red pillow and worship. Incidentally, bet you can't get over 400,000 on Spring Valley. I can.

MEAN YOB 76
Me and Rob had a bit of a scuffle when he came in to answer the letters page this month. Eit stole my copy of Loaded. His days are numbered, I tell you.

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It was love at first sight. The red/yellow colour scheme. The randomly dotted orange stars. The bold black font. The consistent design. He knew they would be together forever.

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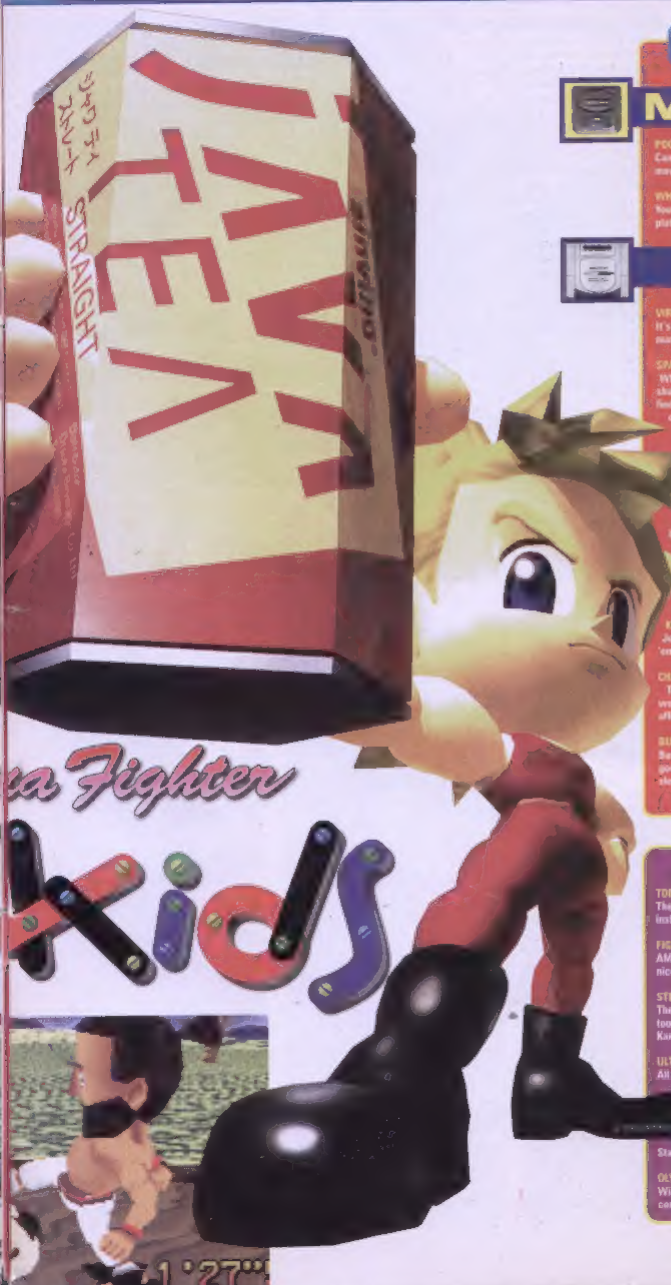

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When David Banner accidentally fell asleep in a NASA space shuttle he was blasted into orbit. Now you've got to help him find a way back to Earth. But hurry! Take too long and he'll get cross, and believe us, you wouldn't like him when he's angry.

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NHL POWERPLAY '96 64
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XEVI FLYING SQUADRON 2 66
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CHASE HQ PLUS 68
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FIGHTING VIPERS 20
AM2's conversion of their fighting masterpiece is shaping up quite nicely thankyou. We fill you in on the latest developments.

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ULTIMATE MORTAL KOMBAT 3 GUIDE 48
All the finishing moves, all the secrets, everything! So now you can stop calling asking for the hidden character codes, yes?

LOADED GUIDE 44
This month the guide. Next month the cheats. Stay tuned.

OLYMPIC GAMES COMPETITION 36
Win a whole load of Olympic goodies in this record-breaking comps. Prizes so good we all wanted them. And that's the truth!

EDITORIAL

'Last week the Japanese financial market was in a state of panic after a local press report stated that N64 sales had dramatically slowed down in the past couple of weeks...this caused panic selling of shares and then suspension'
Computer Trade Weekly, August 19th.

Not the start Nintendo anticipated by any manner of means, and perhaps a taste of what's to come, as Japan's appetite for Saturn continues. We can leave all the doom and gloom aside with an issue full of stunning games and the promise of many more before Christmas. You might also like to know we're looking at ways to improve the mag so why not write with your suggestions – speak now or forever hold your piece (tee hee).

GUS

MEAN MACHINE

In the blazing heat of August, Core Design took Gus and writers for other EMAP mags to Cairo, Egypt, to celebrate Tomb Raider, which appropriately uses settings from the ancient culture of that land. It was a memorable trip for everyone involved, so thanks again to Core for organising it.

THE NILE!

We took a trip on a restaurant cruiser. The river is massive, running through the centre of Cairo. The importance of the river to the people is much greater than it would be here. Where the river's influence ends, a few miles on either bank, the land turns from lush green to desert.

CELEBRITY SQUARES

Meeting celebrities is always a bit special, and this month Dan's had a close encounter so remarkable that it simply demanded a mention. So, here are the giants among men who passed us like ships in the night...

GUS

"When I was on You Bet I met John Inman, Linda Lusardi and Gary Mason, who's apparently a boxer though I'd never heard of him," recalls Gus. "When I was nine I met Mavis Riley and Rita Fairclough at our town fete. Well, we didn't actually meet, but I saw them from behind a tombola stall." So who was the most unpleasant celeb he's ever met? "Well, Sigourney Weaver was a bit abrupt. At the opening of Alien War she asked me to get out of the way. And she's not a woman to argue with." And the nicest? "I saw Su Pollard coming out of Sega World in Bournemouth. I had a camera so I asked her to pose for a picture. I think Oh Doctor Beeching is fabulous, don't you?"

CLAIRE

Claire's star encounter is of a decidedly intimate and sensitive nature. "Well," she says, blushing, "I went to this party for a magazine launch, then me and a couple of friends went to a bar in King's Road. I couldn't believe it when Steven Dorff walked up to me and said 'You were at that party, weren't you?' He told me he was in Britain making Back Beat, then said, 'Are you an actress or a model?' I told him a bit of a lie and said I was a magazine designer – I wasn't when this happened." So how did things develop? Did you cop off with him? "No, he saw my friends sniggering at the back so he went off and chatted up that Page 3 model Kathy Lloyd instead. I didn't fancy him anyway, OK."

MARCUS

"I saw Kate Bush at a party," says Marcus. "I didn't have the nerve to talk to her though – I'd have probably got my head kicked in by a couple of bouncers if I'd have tried. I did get told to get out the way by one of John Cleese's bouncers at the same party. After that Barry Cryer said 'Excuse me, can I get through?' so at least he was polite. Oxford Street's especially ripe for celebs. The other day I saw Katie Puckrik in the Virgin Megastore, and once I saw the bloke out of the Jesus and Mary Chain outside it with his mum. Before that I used to think he was hard. Mind you, once I saw Danny Kendall out of Grange Hill queing up at a cashpoint machine. And I thought he was dead." (Marcus omits to mention that Kate Bush just got smashed and smoked fags all night)

ES IN EGYPT!

PYRAMIDS

The three large pyramids which form the Necropolis at Giza are awesome. Unbelievably, the first, the tomb of Cheops was built 4,500 years ago, followed by that of his his son, Kefron and later the smallest, of Mycerinus. The Sphinx bears the facial image of Kefron, and was built before his tomb as a guardian. The story of the site is told by an incredible sound and light show, with the pyramids lit with spotlights and traced with lasers.

CAMELS

The final trial for the intrepid journalist was mounting these unpredictable beasts for a jaunt round the desert. Simon Clays of Mean Machines Playstation and Tom Guise of C&VG took their life in their hands considering the state of their 'plumbing' at that time!

KAK CORNER

Following on from the fer-nom-e-nal response to Corner (nobody owning up to completing Dark Castle) we plumb new depths with a rallying cry to owners of Cosmic Carnage on the 32X. This astonishingly bad game, with graphics designed by Helen Keller Associates, showed just what this amazing piece of hardware was capable of. The world trembled...then went for a dump.Did you struggle through to the end? Provide photographic evidence and the Kan of Krap kould be yours. Send to Kak Korner - Kosmic Krud, by September 30th.

NICK

There's barely enough room to list all the famous people Nick has hob-nobbed with. "Well, there's Bryan Ferry, Michael Aspel, Demi Moore, Bruce Willis. Oh, and Sylvester Stallone and Arnold Schwarzenegger. Just people I generally bump into at showbiz parties. It's a bit of a bore, really." What Nick has neglected to mention is that he met all the above celebs in one night, when his dad worked as a cameraman on Aspel & Co. Mr Paterson senior has been a cameraman at LWT for 25 years and Nick's met loads of people by hanging around there. So it doesn't count. "I did meet Mike McShane, the fat bloke off Whose Line Is It Anyway. And that was proper. Does that count?" No.

DAN

"I met Arnie!" screams Dan. "I actually met Arnie!" Alright Dan, calm down and tell us what happened. "I knew Arnie was coming for the premiere of Eraser, so I waited in the heaving crowd outside the cinema for an hour and a half. His limo pulled up, he jumped out, and he shook my hand!" What did he say? "He said, Hello. How are you?" Fantastic. For more interesting was the day when star botanist David Bellamy came to Dan's house for lunch. "We were on That's Life because we had a 500-year old acorn tree in our garden and someone wanted to pull it up to build a road. David Bellamy came over and my mum hung out of the tree wearing a bikini stuffed with leaves as a protest." Would anyone with a VHS copy of this news report please contact the editorial office immediately.

THESE ARE A FEW...

Cool Bits! They are awesome. This is the greatest advance in lolly technology since the invention of the Cornetto. And we're not being payed backhanders by Walf's to say this — we do like them. That ends our unconditional MEAN MACHINES endorsement of Cool Bits!

MEAN MACHINES LOLLY CHART

1. Cool Bits (Gus' crispy coating)
2. Sparkle (4-a-day man)
3. Spiderman (Claire's sticky gob)
4. Twister (Round the bend)
5. Solero (Marcus' grown-up munch)

(Claire hates Cool Bits)

CAST LIST

MARLON BRANDO
Steve 'you show me no respect' Merrett
SYLVESTER STALLONE
Angus 'don't push me' Swan
DEMI MOORE
Claire 'potter's wheel' Coulthard
SEAN CONNERY
Marcus 'shocking, positively shocking' Hearn
BRUCE WILLIS
Nick 'Money Fumster' Paterson
ARNOLD SCHWARZENEGGER
Dan 'You set me up' Jevons

PUBLISHER
Andy McVittie
GROUP AD MANAGER
Lisa Merrett

ROGER MOORE
Tom Cox

Q & A PHOTOGRAPHY: Victoria Upton

Special thanks to: Dorien Bloch at Chart-Track, etc etc

EDITORIAL HQ:EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
CRIMESTOPPERS: 0171-972 6700
FAX: 0171-972 6701
PRINTING BY: Cooper Clegg
COLOUR: Sarah-Jane Leavey and Sarah Best
DISTRIBUTION: BBC Frontline
PRINTED IN THE UK
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COMPETITION RULES
And another thing... Employees, their families and suppliers of EMAP Images are not eligible for entry in competitions. There is no cash alternative to the prizes offered. The Editor's decision is final. No dice, fatboy.

MEAN MACHINES uses Dolby Surround Sound equipment to test out all featured software (basically, we have a wicked set up here).

DOLBY SURROUND

AND FINALLY... Lord Emap issued a thank you to all staff for bringing home a massive pile of bacon to the company, and all employees were allowed to excercise options on a carton of bacon and a travel size packet of McVittie's Homewheat. Give that man a pension fund contribution we say! Long live Lord Emap!

NEWS

A formidable number of exclusives this months confirms this as the best Sega news site. Our internet news gathering systems are in full effect now, and next month it's the Tokyo Game Show. Stay Chooned.

THE EARTH IS RED!

RED EARTH (WAR ZARD)

CAPCOM

ARCADE

RELEASE TBA

ORIGIN: JAPAN

Last month our correspondent was amongst crowds waiting to see Capcom's new, and long awaited, CPS III arcade system. This new board will replace the CPS II, which served Capcom well with Streetfighter Alpha and Darkstalkers amongst many others. The specs are not yet known, but CPS III is understood to be a multi-purpose board which will handle 2-D sprite games and polygon games with equal ease. The first title will be Red Earth (War Zard in Japan), a 2-D beat 'em up in classic Capcom tradition. Red Earth has all new characters, and the most spectacular graphic pyrotechnics seen in a 2-D game, using the new hardware tricks. Also, we gather a Saturn conversion is almost inevitable and will probably be exclusive, as Capcom aim to maintain the standard of their conversions by using some form of booster cartridge. Red Earth may not quite on the purse like Streetfighter III, which was shown in private at the show, but it marks a new beginning for Capcom in their arcade battle with Sega and Namco.

VF MEGADRIVE

VIRTUA FIGHTER

BY SEGA

MEGADRIVE

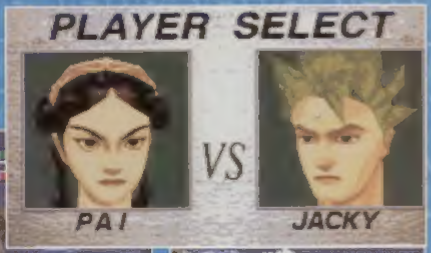
RELEASE: NOVEMBER

ORIGIN: JAPAN

Behold the very first pics of Virtua Fighter Megadrive, taken by MEAN MACHINES from a cartridge running an early version of the game. As promised, Sega are delivering all the characters, moves and settings of the classic beat 'em up. The main speculation may now be settled — Virtua Fighter is using a 2-D sprite, and not a polygon game engine. Although your immediate reaction might be disappointment, consider that in gameplay terms, Virtua Fighter has always been a 2-D game, and this version seems to capture the essence of that gameplay. The programmers are concentrating on incorporating all the combos and subtleties of play. The graphics have a superb clarity, and clever parallax gives the impression of depth to the remarkably authentic arenas. Also, this is not a conversion of Virtua Fighter Animation, a Game Gear title that took rather more liberties with the game mechanics. A full preview next month!

KEY

competition · new game · japan news · tipped for the top · exclusive news · film news · news update · arcade conversion · gossip · british development



MONSTER! MONSTER!

TUROK DINOSAUR HUNTER

BY ACCLAIM

SATURN

RELEASE 1997

ORIGIN: USA

MEAN MACHINES can reveal that the game based on Acclaim comic character, Turok Dinosaur Hunter, is to be converted to Saturn from its original N64 form. The game is best described as a Doom/Quake clone but set in the open spaces of Turok's prehistoric valley. Coded by Iguana software, Turok features some amazing weaponry, including a nuclear-style rocket launcher of Independence Day proportions. The dinosaur adversaries are equally impressive, with the most monstrous forms made of thousands of motion-captured polygons. What we've seen of Turok so far has been on N64 – work on Saturn may not even have been started. The screenshots are N64, but you heard it here first.

WE'RE DOOMED

DOOM

BY GT INTERACTIVE

SATURN

RELEASE: NOVEMBER

ORIGIN: USA

The first beta disk of GT Interactive's Saturn Doom has finally been released into our grubby little paws, and we're happy to report that it's shaping up to be something pretty special. In case you've had your head in the sand for the past four years, Doom is a lightning paced first person perspective shoot 'em up featuring buckets of gore and an armory of death dealing ordinance as a lone Space Marine repels the forces of evil from Earth. Doom fans will be glad to know that Saturn Doom contains levels and weapons from all of the PC versions of Doom (Doom, Doom 2 and Ultimate Doom). What's more Saturn Doom will DEFINITELY be making use of the Sega link up cable, meaning two players will be able do battle either side-by-side in co-operative mode or head to head in the awesome deathmatch frag fest. Warm up your Saturn people...

YIPPEE-KI-YAY MUDDY FUNSTER!

DIE HARD ARCADE

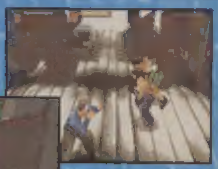
BY SEGA (AM 1)

SATURN

RELEASE 1997

ORIGIN: USA

Last month we brought you news of Sega's new STV based scrolling beat 'em-up Dynamite Detectives. This month we can exclusively reveal that the game will be released over here as 'Die Hard Arcade', and its flippin' ace! Created by AM1, Die Hard is a violent polygon based slug fest that borrows elements from games like Final Fight and Virtua Fighter. Your battle terrorists over five stages set in a high-rise building, intent to rescue the President's daughter, sensibly hiding in a desk drawer. You get to use imaginative weapons like assault guns and golf clubs to achieve your ends. Licensing factors means we may have to wait until early next year for a UK Saturn release.



SATURN TAKES LEAD

RETAIL NEWS

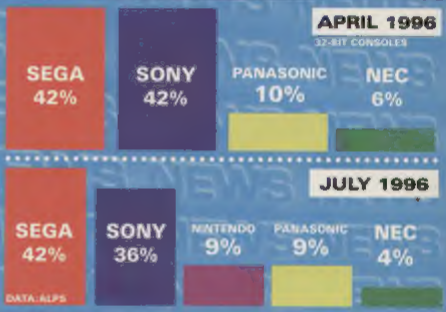
N/A

SATURN

N/A

ORIGIN: JAPAN

Welcome news for Sega has emerged in the last couple of months with the first assessments of the impact of the Nintendo 64. The machine's launch, which will not be released here until mid-1997 has led to Sega INCREASING its lead over Sony in the crucial Japanese market. Independent analysis by a Japanese hardware manufacturer points to a Saturn market share of 42% against Playstation's 36% and N64's 9%. Unofficial reports from retailers like Toys'R Us show that sales of the N64 have dipped sharply after an initial boom by early adopters. Software sales show that NiGHTS has comfortably outsold all other titles in the first month, selling 300,600 units. Sega's growing lead (now estimated at 500,000-1,000,000 hardware units) is put down to strong Sega releases and the appeal of the new Flash Saturn.



VIRTUALLY AWESOME

VIRTUA FIGHTER 3

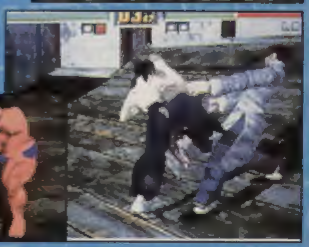
BY SEGA

MODEL 3 BOARD

RELEASE LATE 1996

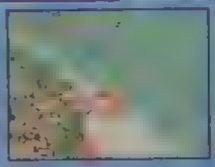
ORIGIN: JAPAN

On the 26th July VF3 received its first public airing at a special invitation only exhibition in Japan. Naturally, MMS were there. Although the game was only in a beta form, it still stunned everyone present with its uncannily realistic 3D graphics and dynamic gameplay. Apart from the two new characters (Aoi and Sumo Takarashi) the most impressive new features were the undulating landscapes (floors now slant), and the addition of a fourth 'Escape' button that allows players to move around the ring in true 3D. The topography of the various fighter's stages now actually adds to the battles, with height differences affecting the power and efficiency of the fighters attacks, while the various terrains (sand, water, etc.) determines the speed at which the characters can move, as well as creating amazing effects, like splashing in the water on Jeffry's stage. On another note, we've heard that VF3 may be at Sega World, Trocadero, when it opens later this month. Can't wait.



DO A RUNNER

TO BE THIS GOOD TAKES...



GOSSIP

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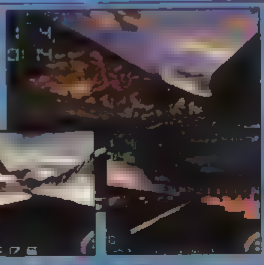
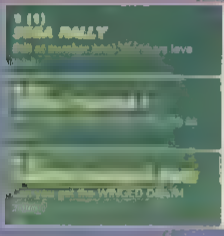
HIGH IMPACT



CREAM OF SEGA

I've got a theory. I reckon that absolutely none of you lot bother to read this intro to Cream of Sega. In fact, I reckon that we could leave it exactly the same for month after and month and no-one would be any the wiser. It's getting to be like a broken record anyway: spin the platters that matter, Mortal Kombat 3, Brian Lara Cricket etc'. Ah well. Nice to see Loaded and Sega Rally are doing well. As usual, thanks to ELSPA, Chart-Track and you, the readers, without whom we wouldn't be doing this. And hey, what an amazing chart! Games so hot they're wearing shorts. It's a good month to own a Sega machine!



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TOMB RAIDER
FAR BELOW THE SUN
IN THE DEEPEST, DARKEST PIT IN AFRICA
A DIRTY WIND HOWLS
THE LAST HALITOSIS-RIDDEN BREATH OF A CROC
BEING MERCILESSLY FARTED OUT
SOMETHING SOMEONE
PERHAPS DIDN'T REALISE
KLIK
FWIP
SHE'S A
SHE'S A WHO?
M'LARA

I FIND IT'S ALWAYS BEST TO HAVE THESE DETAILS AT HAND
COULDN'T MORE SO
SPLASH
RELATIVES OFTEN LIKE TO BE CERTAIN
POOH!
CHIK CHAK
DON'T LIKE TO STICK MY NOSE IN BUT IS THAT YOUR ODOUR?
MINE? THAT CROC'S KISS HAS CLUNG TO YER SOMETHING ROTTEN!
MAYBE I'LL TAKE THAT BACK
LOOKS LIKE WE'RE HOLDING A HOUSE WARMING FOR THE LOCALS
OF COURSE LET'S MAKE THEM WELCOME
YOU GONNA BE THE ONE TO BREAK IT TO THEIR RELATIVES?

PROJECT
[illegible] MILITARY
PUBLISHER
INITIATED
RELEASE
FORMAT
DEVELOPERS
SUPERSONIC

Like the Rolling Stones, like Tina Turner, the video [illegible] its Megadrive Farewell Tour.

If you haven't got at least one Micro Machines game for your Megadrive, then you're not a real gameoplayer. A small software house called [illegible] toys that were a craze of the time.

Micro Machines

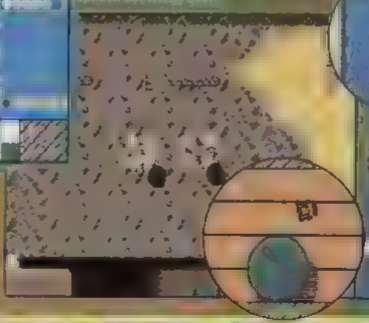
MILI

Here. The first game was on the stinky Nintendo NES, but it's already found its true home on the Megadrive. The two [illegible] Micro Machines topped the [illegible] ve continued the top ten for months. Co[illegible] have deemed [illegible] ling on 16-bit [illegible] is sleeping [illegible] to the Saturn], but instead [illegible] nuisic remix [illegible] op the new game around the [illegible] ... cluster branch of the toy brand — Micro [illegible]

Up some eleven [illegible] which worked [illegible] courses of Micro Machines 2 and Micro [illegible] courses like the infamous bath sponge [illegible]

press and treacherous terrains. Interactive [illegible] ... bonus, ability and

The main additions to the gameplay are the [illegible] ... every course. These [illegible] opponents ten[illegible] ... meaning that out in front is not obviously the [illegible] ... removed from the racing as toggle[illegible] ... zones, where belligerent Machiners try to [illegible] ... the longest on one of twenty dazzling island zone[illegible] ... This challenge for Supersonic, what we wanted [illegible] ... every version of the game, is to blend [illegible] ... bless into classic gameplay. We'll offer [illegible] ... options screenings soon.



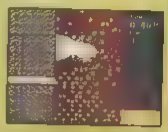
DRESS UNIFORM

The best characters from the previous games make their way into Military, but look how Codemasters have smartened them up with battle dress

COVERING NEW GROUND

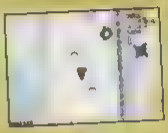
There are ten all new zones for the Military tracks, each with three courses. The graphics have been restyled with a higher level of detail and features involve themselves in the tracks, including model creatures like the insects on Crazy Crickets. Of those that are currently playable we have

FARMYARD: TANKS



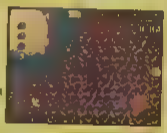
Simple levels where you can almost smell the ripe country air. The dung beetles on track one set an unsavoury precedent for the game and the battery hens best described as pesky

PISTE: SKIDOOS



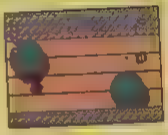
Trickery control created by a skiddy surface on narrow raised snow runs which is the perfect setting for dirty tricks play. The scenery gives you the chance to do skidoo leaps and cross an iced over birdbath

GARDEN: AMPHIBIOUS



A series of longer muddy tracks where creepy crawlies and other gets in the way. One features a sprinkler which must be leapt with pixel-perfect precision

PICNIC TABLE: APC



Cool courses in the same vein as the classic Micro Machines breakfast table tracks. The clothed tables are littered with all kinds of debris, including a rapid fire spud gun which can reverse positions of the dying metres of a race

WORKSHOP: HELICOPTER

Tenbelt tools are part of the Micro Machines legend. The ones here are more taxing than most with an adjusting sander and tape measures which dare you to take a chance of a short cut

POND: MINE BOATS

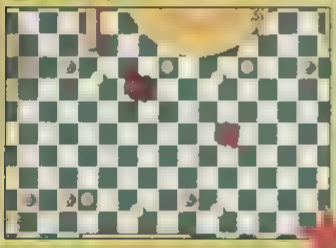
Different tactics employed for these courses where attack comes from mines so getting ahead is essential. These have some of the best hazards of frogs

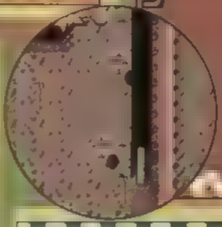
FIREWORKS: LAND SKIMMER

Time ... eve's giving the ...ads a chance to show off some pyrotechnics ... coloured flashes of ...ght that make high speed craft difficult to fol... ow. There's an awesome ... boulevard of sparkers to negotiate

TEST OF TIME

Micro Machines now has a Ghost Mode ... just like the ... Saturn Sega Rally. When you race a track in Time Trial mode your best time is retained in memory ... you can match any future races against a shadowy sprite of your best racing performance adding an ... element to single player play



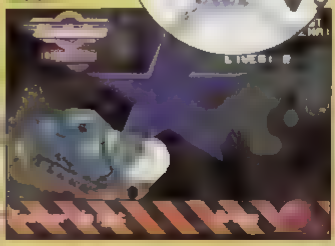


THAT WHICH IS NOT BROKEN

The range of options in the previous games were near perfect and have been wisely taken over for Military. The three and four player games are awesome with players awarded points for pulling ahead. With the weapons ... al becomes more chaotic

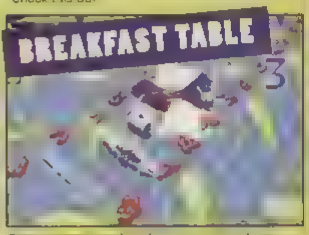
BEACH HEAD

The battle arenas are twenty zones set on small islands with various scenery features acting as cover ... single player mode the aim is to stay alive for a set period of time ... player mode it's a matter of ... the last one ... dry and ... means



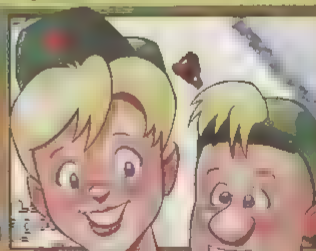
MICRO GO BIG BROTHER

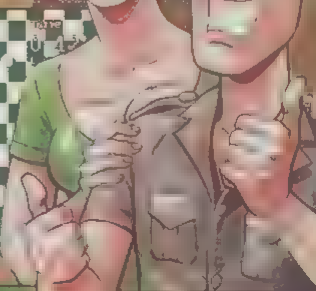
Saturn owners need not fear – Micro Machines 3D will be released later this year and take the game into an incredible new dimension. The fundamentals of the gameplay are the same with overhead viewed races, but camera wizardry and polygon courses allow you to zoom in from unprecedented angles. Check this out!



Thrasters and cereal packet ramps propel you around like never before

Now you can play the game and the camera will follow you around. Watch out for dangerous boards





After many comparisons of the hyperactive kids from Micro Machines and the cute versions from all the others, which now have their own

PROJECT

PUBLISHER

DEVELOPER

RELEASE

PRICE

DEVELOPERS

Last year's Virtua Fighter 2: undisputedly the world's greatest fighting game. Now could it be challenged? Enter AM2 with Fighting Vipers. .

Fighting Vipers hit the Japanese arcades when MEGA MACHINES was in Tokyo last December. What might have been dismissed as AM2's desperate attempt to create a new set of Virtua Fighters, has actually turned out to be a potential dynasty of its own — shoulder and more violence than any other beat 'em up.

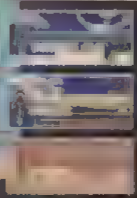
Attention has now turned to the Saturn conversion. Once more the classic merchants have been predicting that [illegible] to cope with the game's [illegible] neither seem to be a problem for the version [illegible] On our Saturns... On yours in October. Reviewed next issue.

THIS IS NOT VIRTUA FIGHTER 2!

No. Fighting V pers is The Sweeney to VF2's Juliet Bravo. All niceties are abandoned by the nine fighters whose fighting styles are faster and more 'ful l on' than the crafted martial artists. Here [illegible] some other patent differences.

ARMOUR

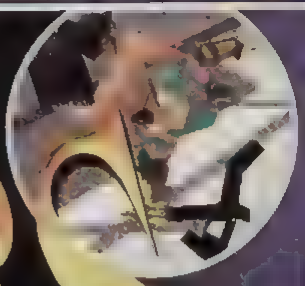
Each character has two sets of colourful body armour for both the top and lower body areas. These offer a certain amount of protection, which you don't notice until they've been removed. Each character has certain Armour Breaker moves which are the most effective at this job. When armour comes off, it does so explosively, in a shower of sparks and a rapid fire replay from three dramatic angles. Blows to [illegible] age. And armour doesn't replace itself in the remaining rounds, making it something to hold onto. Many FV players go for the armour bust to see the characters semi-naked!



The three colour-coded stages of armour removal. Green: both sets [illegible] Yellow: Upper or lower set removed. Red: Both sets removed. Note in [illegible]

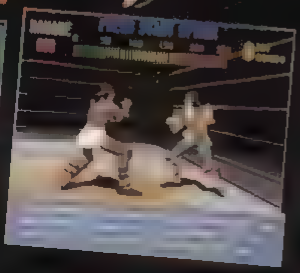
Watch the Vipers peel off!

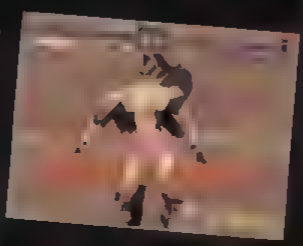
TING VIPER S



WALLS

Many doubted the walls would appear on the console version but AM2 and the Saturn silence the critics again! More than just an adornment to the arenas the walls are an integral part of the gameplay. Box opponents into them perform special moves that use them and even with the right characters scale them and descend on your enemies.





LADEEZ AND GENTLEMEN: IT'S THE FIGHTING VIPERS SHOW!

BAHN VIGILANTE GANG LEADER

SPECIALITY: BIG STROKE
ARENA: OLD AMSTONE CITY

Based on Jacky Bryant from Virtua Fighter 2 with similar combinable with Bahn. He has many similar moves

FV expert

HONEY FASHIONABLE GIRL

SPECIALITY: KICK PUNCH
ARENA: BAY SIDE

the word, she looks stunning in h micro dress and boots, and there blonde version if you gentlemen p

making best use of those heels or

Honey, naughty but very nice as she thrusts her bare bum into the face of an approach ing attacker

RAXEL BATTLE ROCKER

SPECIALITY: GUITAR ATTACK
ARENA: THE CITY TOWER

Raxel's an odd character with a hairdo nic and a guitar that's part sharp, and Gary clothes that make him hard to take seriously. But

techniques. With one he snaps the ne victim like a small animal, clutching th legs. When they instantly go limp

TOKIO JUSTICE VIPER

SPECIALITY: KICK COMBO
ARENA: BIG FACTORY

At first glance, Tokio could be mistaken for being a little boring, but he offers fabu

those feeble fists, Tokio is amazingly agile on his feet, with kick coverage a all heights. Where in VF2, you could learn to 'float' characters with suc simple hand plows, Tokio can do a very number of spinning kick combos

SAN MAN

MAD RIDER

SPECIALITY: [illegible] CRASH
ARENA: OLD ARMSTONE TOWN

Every team needs a fat boy for variety, and San Man is your man. Predictably he has the largest range of throws in the game and he fights, frankly, like a TV wrestler from Saturday afternoon's World of Sport. He has a move which involves bowling his opponent tenpin-style that serious players find intensely annoying. San would probably be a skinhead, but he's actually a bit of a [illegible]

GRACE

SKATE QUEEN

SPECIALITY: LEG COMBO
ARENA: ARMSTONE AIRPORT

Aptly named, Grace is gorgeous in [illegible] one of the speediest fighters — especially [illegible]

[illegible] punches are handy when your back's [illegible]

[illegible] kicks that offer the most damaging devel[illegible]

[illegible] ple of excellent athletic [illegible] throws, moves and [illegible] Both moves are excellent.

JANE

[illegible]

[illegible]

ARENA: [illegible] ON DECK

She's enthusiastic in a psychotic sense, as no[illegible] see enjoys [illegible] a [illegible] Jane, who obviously [illegible] British woman [illegible] extreme violence, with both knee-in-face and [illegible] throws [illegible] She's also one of a selection of the char[illegible] ters who can climb walls.

PICKY

SKATEBOARD FIGHTER

SPECIALITY: [illegible] SKATE BOARD ATTACK
ARENA: UFO DINER

Picky is [illegible] second 'armed' character, using his skateboard as a [illegible] battery rather than [illegible] slanted adverts for [illegible]

The board features in most of his moves, which are all a bit cheeky.

PROJECT

PUBLISHER

ORIGINATED

RELEASE FORMAT

DEVELOPERS

BOY RACER

Perhaps the most impressive technical aspect of the new Street Racer is its incredible speed – it clocks in at an ultra-smooth 60 frames per second. While we've seen a few games running at such speeds, we'd previously believed that the demands of a racing game (especially one supporting so many players) would make such speeds impossible. "It was very difficult," admits chief programmer Mev Dinc. "When we started with the Saturn we took the machine to bits and spent two or three months studying the hardware, discovering what made it work. Once we'd discovered the machine's strengths and weaknesses, we decided not to program the game in C, but to go straight to assembly language. Writing in machine code was a crucial factor in achieving the speed. I felt we could do a lot more with the Saturn than anyone had yet tried – although machines like Saturn and Playstation are 32 bit, their performance levels are sometimes at 16 bit levels. If you demand too much from the machine, like colours, textures and gameplay, then this can balance out the capabilities of the so-called super consoles."

So, apart from writing in assembly language, how have Mev and his team realised the Saturn's true potential? "We used a few tricks," he smiles. "Basically, we've taken the 16 bit Street Racer and done this [he flings his arms out in a huge stretching motion] to it!"

STREET RACER

And they said it couldn't be done. Street Racer's eight player mode. Sure that's eight quarters you've got there?

Street Racer down under... watch out for beach balls, bombs and the water! This four player option can also be viewed in 'widescreen' strips

SMART CARS

Of all the innovations in the new Street Racer, the aspect of the game Mev Dinc is proudest of is its artificial intelligence. "The computer will respond to the skill level of each player, whether they're good or bad. The difficulty will adjust so that good players won't feel as though they've conquered all the game has to offer too easily, and players who aren't so good won't ever feel as if they've wasted their effort. Hard work is always rewarded." Evidence of this can be seen in the tournament mode – regardless of how many people are playing, only one has to place in the first four to qualify the entire pack of karts. Less experienced players are carried by the better ones, and still get the chance to experience the different tracks.

CLOUD COVER

Whichever view you select in Street Racer (and there is a big selection to choose from) the rolling clouds keep moving in the same direction. Mev is proud of the fact that they not only cast moving shadows on the ground and over buildings, but that they also engulf the moving competitors in shadow as well. Other graphical innovations include the unprecedented way the inevitable 'pop up' is disguised during fast moving sections of the game. While even games like Sega Rally feature landscape that suddenly appears as you approach it, in Street Racer the looming buildings gently fade into view and away again. The end result is very smooth and, when you're in the thick of the race, virtually seamless.

In the arcade version, the canopy on the rope bridge fades out as you move away from it. The way in which pop-up is disguised as trackside objects such as...

ROAD RAGERS

HODJA NASREDDIN

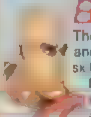
Although he's a bit on the large side, Hodja is looking well for his 400 years. He usually restricts his attacks to defensive manoeuvres, and employs his magic spells with impressive effect – not least of which when he transforms his kart into a flying carpet! His home track is downtown Istanbul, and no-one copes with the tight cobbled streets better.

FRANK INSTEIN

This bolt-knocked monster is better-natured than his fictional counterpart, and has a very basic style of driving. Frank's chrome-piped hot rod responds best on his home track – the mist-strewn graveyard in Transylvania. Swamp surrounds the bumpy track, and gravel sections make control tricky.

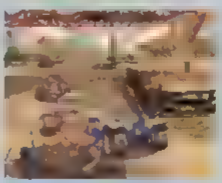
SUZULU

Africa's foremost (indeed only) rally driver avoids confrontation with other drivers if possible as his car isn't up to much. Although highly agile, his car is a strange-looking contraption made entirely of natural products. Suzulu's home track is the safari course, where the rough sand, rocks and termite mounds of the desert wilderness present no problem.



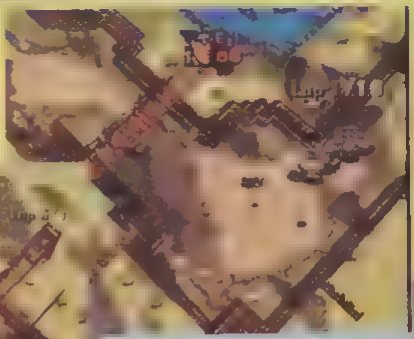
BIFF

The American competitor is big, bad and aggressive. His appalling driving skills and fondness for letting his baseball bat settle any disagreements make him an opponent to avoid. His kart is a powerful 4wd buggy which boasts great handling but suffers from below average acceleration and top speed. His home courses are wide-tracked dirt ovals surrounded by grandstands and overlooked by Mount Rushmore.



MICRO MODE

...be able to play the new Street Racer from an overhead view ...it controlling up to eight tiny cars on screen simultaneously. ...rities between this part of the game and a well-known game by ...a company are of course entirely coincidental. One of the most ...ressive features about this micro mode is that it's also playable ...split-screen two-player.



The counters over two competitors' cars indicate how much time they have left before the bombs they've picked up explode. Ditch them quick!

RAPHAEL

The Italian driver is a style conscious gigolo who drives a powerful convertible. He doesn't take kindly to attacks on his sports car and will bear you a grudge in future confrontations if you try your luck. Although Raphael's car is fast, you can take advantage of the fact that its handling and braking capabilities are poor. Raphael's home track is one of Italian countryside, wide blue sky and beautiful cloud. The surface is good and fast, although the curves are very tight.

SURF SISTER

This Australian beach babe drives an open-topped VW Beetle and uses her obvious charm to scupper other players. If you see her blow you a kiss don't be tempted to go near – she'll just be looking for an opportunity to punch your lights out. Her car is fast, but because it's so heavy it often suffers from a slow start. Surf Sister is naturally at home on the Australian beach, and these sandy tracks are where she performs best.

HELMUT VON POINTENEGGER

A retired pilot from Germany, Helmut's handlebar moustache lends him a comical appearance. He's definitely a driver to take seriously, however – if he decides he's going to plague you during a race then you'll have great difficulty shaking him off. Only extremely aggressive retaliation will send him picking a fight elsewhere. Helmut drives a Mercedes that can transform into a Red Baron-style triplane, and is best on a disused airfield in the Bavarian countryside.

SUMO-SAN

This ex-Sumo champion uses futuristic gadgets to gain the upper hand, the most impressive of which is his tracked Battle Machine vehicle. This has superb handling and is equipped with a device that can electrocute... Sumo's choice of track is Future City – the roads themselves are made of smooth metal which other drivers may have difficulty negotiating.

This sequence illustrates the impressive range of vision Alex and his car have. ...amazing, but the game ...a split car take you ...on an ...observed from a number of different angles before ...

PREVIEWS

worldwide soccer '97

SEGA

1-4 PLAYERS

COMPLETE

worldwide soccer

EUROPE UNITED

One major advance over the original Worldwide Soccer is the range of teams. From a paltry 12 to a respectable 48! The European programming team are hoping to include all the national anthems as victory themes. MEAN MACHINES demanded representation, and you'll find some of the team — Swan, Coulthard etc. playing for Scotland. Gus, of course, is their most talented player. You have total freedom to alter teams with the editing feature.

SKILLAGE

The basic controls allow you to pass, chip and shoot, but a host of variations in control support the more discerning player. By holding the button or tapping it twice, you can produce long or short passes, vertical chips, ground level shots, one-two passing manoeuvres. Even easier is backshooting and chesting a ball from the air. Now move onto do dummy shots and agile shimmy moves.

'97

For Saturn [illegible] deal in [illegible] Much was [illegible] Saturn [illegible] last [illegible] BRIAN MACH [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] Worldwid [illegible]

ANIMANIACAL

The player movement has to be seen to be believed, but takes some getting used to. Players don't just bounce the ball off their feet (unless it's touch play). They slow themselves, trap the ball turn and dribble. All kinds of subtleties like stum bling are part of the play, and the computer con trol ed characters are just as good - jogging, back ward running and making running interceptions

STAND BY YOUR MEN

The 'environment' select al ows you to fiddle with cosmetic aspects of the game, choosing between three stad ums (ncluding the towering Secondo stadium). Night or day, rain or shine play is possible the night games are particularly mpressive with their four-way animated floodlit shadows.

BLOOM–ING MARVELLOUS!

No soccer game is complete these days without a commentary, and as Worldwide Soccer was originally Japanese, Sega Europe had to find a new angle. They picked Gary Bloom, presenter of the cult Football Italia on Channel 4. The new approach extends to the way the commentary works. Rather than just recite players and make random comments, the commentary tries to interpret the flow of the game – noting tactics or attacks building as well as the general flow of play.

TOMB RAIDER

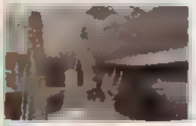
A lot of water has passed under the bridge since our unveiling of Tomb Raider. Lara has become a comic strip heroine within these hallowed pages, Eidos have the game down for their biggest-seller of 1996, Sega want a slice of the action and are publishing the game in the UK. Can Toby and his team take the pressure of expectation? Judge for yourself with pictures from beyond the Inca zone...

BY EIDOS

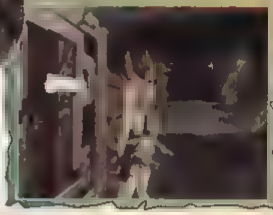
GAME TYPE ADV...

1 PLAYERS

COMPLETE



STORY DEVELOPING



CORE MONSTERS

AWESOME SETTINGS

ANCIENTS

METAL CITY

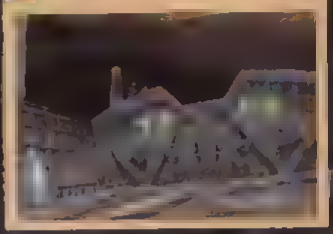
Much hyped at the last ECTS show in the spring, Tunnel B1 is the first big work to come from Novo, a German developer working mainly for Ocean/Infogrames software house Ocean. However, after all kinds of intrigue over the summer, Sega UK have stepped in to publish Tunnel B1 for Saturn with an exclusive period on other formats. So obviously they think it's that good.

Tunnel B1 certainly has a leg-up in the visual department, with smooth, detailed 3D garnished with the latest light sourcing techniques. In short, you have the freedom to explore the subterranean world, even if it is just between checkpoints. That's the most of an adventure than a racing game.

The objective is quite simple – reach the end of the tunnel within the time limit, after destroying just about everything that gets in your way. There are complications to the gameplay, of course, which becomes more tangled the further into the game you get. Tunnel B1 can trade on being an unusual and distinctive addition to the Saturn's library. More than that we can say in our review next month.

GOOD CLEARANCE

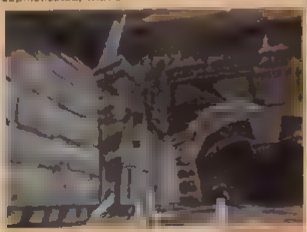
The tunnel areas are subdivided by blast doors or



TUNNEL B1

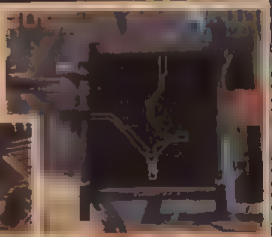
THE TRIPODS

You are not welcome in this particular network of tunnels, and a number of security measures are employed against you. The first of these to face are tripod guns and mortars. Later these become more sophisticated, with shields



BOLT HOLE

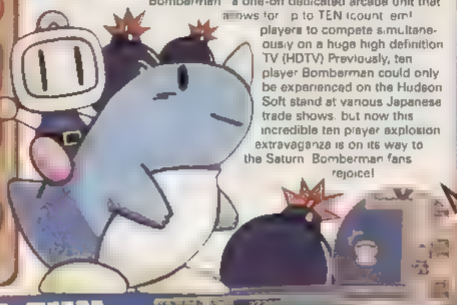
The network can become extremely confusing, but luckily the game offers a map within easy reach. This comes into its own when you reach forks and junctions



SATURN BOMBERMAN

Hudson Soft's flagship title has always been synonymous with brilliant multiplayer action. That and a white bomb-dropping midget astronaut with a square face. Since his first appearance on the PC Engine way back in 1990, Bomberman has spawned a veritable cornucopia of sequels across a wide range of formats, including the humble Megadrive.

However by far the best version is the infamous High Ten Bomberman' a one-off dedicated arcade unit that allows for up to TEN (count 'em!) players to compete simultaneously on a huge high definition TV (HDTV) Previously, ten player Bomberman could only be experienced on the Hudson Soft stand at various Japanese trade shows. but now this incredible ten player explosion extravaganza is on its way to the Saturn Bomberman fans rejoice!



SEGA

GAME TYPE

1-10

PLAYER

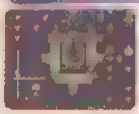
COMPLETE

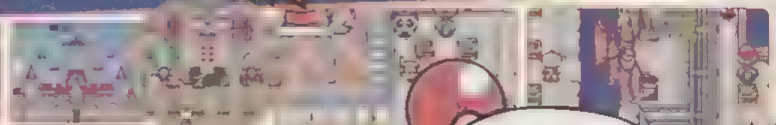
BOMB HER MAN, TOO!

Saturn Bomberman does away with the tradition of all previous incarnations by dressing the characters in colourful costumes. Instead of the usual Hudson Soft characters from other games, you can choose from 8 completely new characters.

IT'S MORE FUN WITH FRIENDS

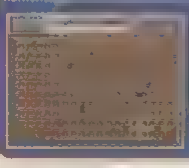
As with all other home versions of Bomberman, Saturn Bomberman includes both a linear 'quest' type game and the famous multiplayer battle game. Unlike the multiplayer games of old, however, the multiplayer game in Saturn Bomberman takes place in a huge 3D environment where the players battle against each other in order to collect the juiciest power-ups.

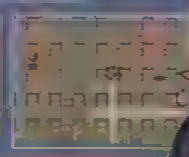


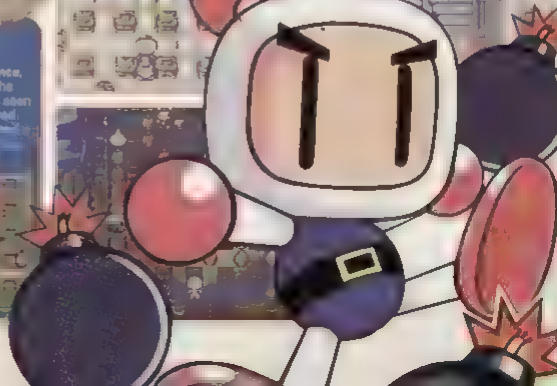


HI-RES! HI-RISK!

In order to accommodate the large number of players at once, the ten-player mode of Saturn Bomberman makes use of the Saturn's Hi-Res mode, as seen in Virtua Fighter 2. Although with no loss of detail, the game is pretty slow and choppy at times.





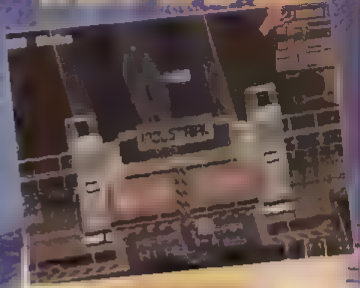


CRIME WAVE

Crime Wave — it could be the fashionable haircut the Gray brothers sported in the Sixties, but it's not. It's a game [illegible]

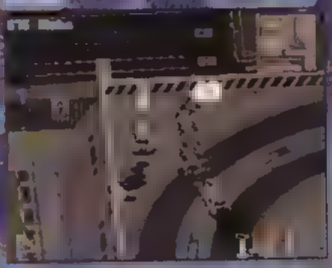
Set in the [illegible] the car is King [illegible] wheel as an Enforcer [illegible] radio instructions [illegible]

[illegible] of Micro-Machine control of perception, [illegible] which [illegible] a feeling of



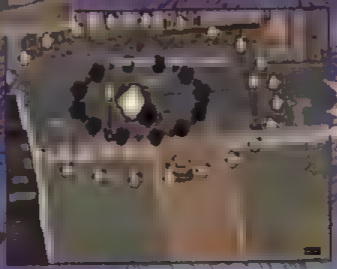
TAXI DRIVER

The gangster business is so overmanned, that you find yourself vying for 'business' in Crime Wave. Every time an assignment is given, other enforcers, including the dreaded yellow cabs, will seek the victim. Often you have to take out your competition before going for the real target.



ROAD ABUSER

A large portion of fun comes from terrorising the law-abiding car and van drivers using the network of streets in Crime Wave. These have been programmed with their own Artificial Intelligence, forming queues, swerving to avoid oncoming traffic etc. They are [illegible]



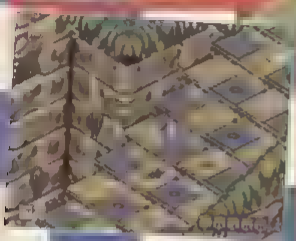
THE SPLITS

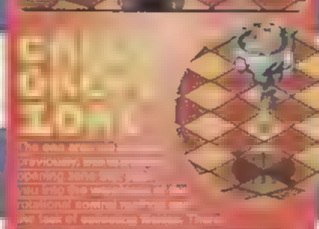
Crime Wave is due a two-player mode, with both battling it out for kills and their opponents destruction. The game is played across eight scenery zones in the city, with ramps, elevated sections, parks suburbs and beaches.

A lot has happened since we brought you the very first news (anywhere) on Sonic 3D, Sega's last blast with their mascot on the Megadrive. The multinational programming team — involving Sega Japan and Travellers Tales (creators of Toy Story) has been beavering away on a further four of the game's seven levels, and even found time to add a couple of bosses as well.

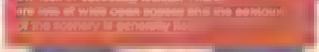
Sega expectations of the graphics have been spectacularly surpassed as each new [illegible] throws up wonderful background renders, a large amount of in-game character animation, and a smoothness of movement that these amazing screenshots just cannot convey. Reaction at our office was much the same as at Sega UK – Sonic 3D could teach a lot of 32bit games about presentation and playability. But Kats and his team are not getting cocky. There's a long haul to go before the game's release pre-Christmas, though he was happy to take some time out to answer our questions.

EXPLORE NEW WORLDS

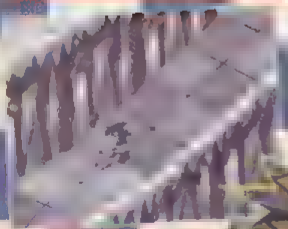




EN CHANTED ISLAND



RUSTY RUIN ZONE



VOLCANO VALLEY ZONE
DIAMOND DUST ZONE
GENE GADGET

Gold rush!

The Atlanta Olympics have come and gone, and weren't they fun? The only thing missing from the great extravaganza of sport was British success. God, weren't we crap? All credit to our champion rowers, and the women's volley-chucking team who both triumphed, while the rest of our squad of 'world-class' athletes limped home to star in some more adverts.

It's up to you now to rewrite history with Eidos' stunning Olympic Games and Olympic Soccer games. Both passed the MEAN MACHINES review qualifying height, with Soccer particularly amongst the medals with a staggering 94%. Soccer is the most playable Saturn football game to date, and Games offers fifteen event disciplines.

To celebrate their ongoing success, Eidos (they used to be US Gold) are offering tons of Olympic themed goodies, including a highly original star prize. Our first prize winner will pick up a Swatch (official timer of the games) presentation pack of SEVEN (count 'em) Olympic watches, distinctively styled from previous championships, including Moscow (1980), Los Angeles (1932), Rome (1960) and Stockholm (1912).

Three other winners will share the booty of Official Olympic kit stuff – we've got a load of official shorts and T-shirts which should still be worth having even though they've been modelled here by the Mean Machines team (we managed to scrape the crust off the one Dan was wearing). And as if that wasn't enough, we've secured (by no mean effort) a copy of each game for all the lucky winners.

How To Play

To win, look at the following list of places – all of these cities have hosted the Olympic Games except one. Work out the imposter city and write it in the space provided.

The city which has never hosted the Games is:

.....

Tie Breaker: Complete the following statement in no more than 20 words. In the event of a tie, the most imaginative response wins the...

The...

All entries to arrive by Friday 4 October. The judges' decision is final. Normal competition rules apply.

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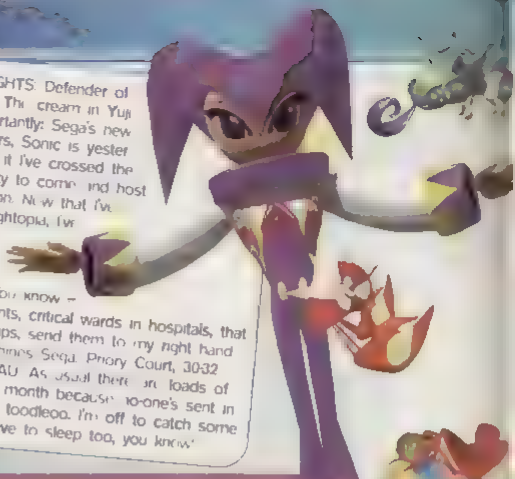
EVERY NIGHT, BEFORE I GO TO BED, I PUT OXY MEDICATED CREAM ON MY FACE. IT WORKS WHILE I SLEEP, UNBLOCKING MY PORES. AND BECAUSE I USE IT EVERY NIGHT IT KEEPS THEM CLEAR, HELPING TO PREVENT SPOTS AND RE-INFECTION. OK, SO I'M A ROUTINE FREAK. BUT I'M NOT A SPOTTY ROUTINE FREAK.

SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE. ALWAYS READ THE LABEL. OXY AND OXYCUTE 'EM ARE TRADE MARKS

DAN'S TIPS

Greetings dreamers. It is I, NIGHTS: Defender of Nightopia' Champion of Sleep! The cream in Yuji Naka's coffee! And most importantly: Sega's new mascot! Yes, that's right readers, Sonic is yesterday's news, and just to prove it I've crossed the void between dreams and reality to come and host this month's MMS tips section. Now that I've defeated Wizeman and freed Nightopia, I've got a bit of spare time on my hands, so expect to see me making a few more public appearances in the near future. You know – supermarket openings, charity events, critical wards in hospitals, that sort of thing. If you've got any tips, send them to my right hand man at Dan's Tips, Mean Machines Sega, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. As usual there are loads of prizes on offer, but especially this month because no-one's sent in any decent tips last issue. Anyway, toodleoo. I'm off to catch some shut eye! Well, Nightmares have to sleep too, you know!



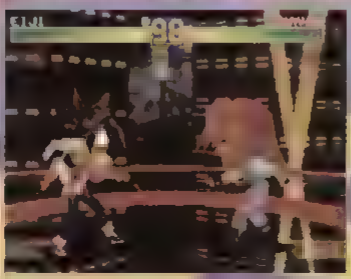
SATURN

SHELLSHOCK

CHEAT MENU

Bit of loose cannon this cheat I'm afraid dee hee! We haven't had time to check it. When in the hangar enter this sequence down, up, down, up 7 times, down, down, A, A, A. Do it right and a cheat menu should appear. Or, er possibly not.

TOSHINDEN REMIX



BIG HEAD CODE

At the title screen press and hold the 'L' and 'R' shoulder buttons, then select your character as normal. Start the game and, hey presto, your chosen fighter will have a top swollen cranium. Toshinden Kids. Sort of.

CONTROL THE BOSSES

[illegible] you must beat the game [illegible] without dying. You'll know [illegible] you have fight Cupido all the [illegible]. Now in the [illegible] select screen Sho and Ga[illegible] are selectable. [illegible] Cupido highlight Sho, hold up and press B. If you've done it right you'll hear Cupido say 'Ha'.

ALTERNATE CHARACTER COLOURS

Hold down [illegible] either A, B, or C whilst selecting your character to see them in an alternative uniform colour.

VIRTUA FIGHTER KIDS

PLAY AS DURAL

VF2 players should be familiar with this code. On the character selection screen highlight Akira and press down, up right, left and A. You should now be able to play as Dural. To play as gold Dural highlight Akira and press down, up, left, right and A.

FISH IN DURAL'S HEAD

At the character select screen after you enter the Dural code press and hold down C (when you choose between Normal and Kids mode) until the match begins. You'll see a red fish floating inside Dural's head. Watch carefully and you'll notice that the fish makes funny expressions during the fights. Brilliant!

WIRE-FRAME MODE

Press and hold the L shoulder button whilst selecting a character and keep it held until the round starts.

FMV ENDINGS

Beat the game in Arcade mode and you will get treated to a FMV ending for your character. Then a mini movie theater option opens up in the options screen which allows you to watch the endings for those characters you have won with.

SELECT CAMERA ANGLES

In Watch Mode you have a choice of seven different camera angles. Press X to get a random angle, and from there press any of the other buttons to view a different wacky perspective.

SATURN

NHL POWERPLAY

RAD ARMY TEAM!

When the screen fades from any screen to the regular start or main team select screen, press and hold down the A, Y and C buttons. Now look at the left of the Dallas team option. If you shoot, I see a new Rad Army Team logo. The Rad Army team is the Radical Entertainment developers team, and has a rating of 99! Now, get the puck out of my face!

NBA ACTION

ANGLE

To set the [illegible] ng camera angle, first pause the game during replay. Enter the camera angle mode. Now, hold down both Z and either the L or R shoulder button, and use the d-pad to move the angle around.

CHANGE YOUR SIDE OF THE COURT

[illegible] e court you are [illegible] menu, highlight the [illegible] option, hold down the R shoulder button and press Z. Simple.

Lets shoot some hoops. Lets slam and jam. Lets play the [illegible] Boomshakalaka! Etc

MEGADRIVE

SPIDERMAN: SEPERATION ANXIETY

PASSWORDS

Having an anxiety attack thanks to the game? Fear not, for help is at hand in the form of these handy level passwords.

[illegible]
[illegible] MORKJP
[illegible] STSPPC
[illegible] QPMJCY

LEVEL SELECT

[illegible] password

HARDER GAME

For those of you who've sailed through the game and require an even greater challenge, enter the password "MRRYPN". Hmmm!! Spider sense is definitely tingling.

SECRET [illegible]

[illegible] ing of the [illegible] work [illegible] [illegible] [illegible]

Available on Saturn and PlayStation. Coming soon to PC CD-ROM

actua GOLF

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92% Total Saturn

9 out of 10 PSX Pro

4 out of 5 "The best PlayStation golf game" C&VG

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- Live interactive commentary
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- Multi-view shot
- Save game options to track your improvement

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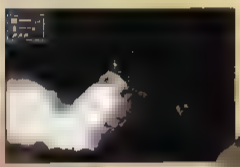
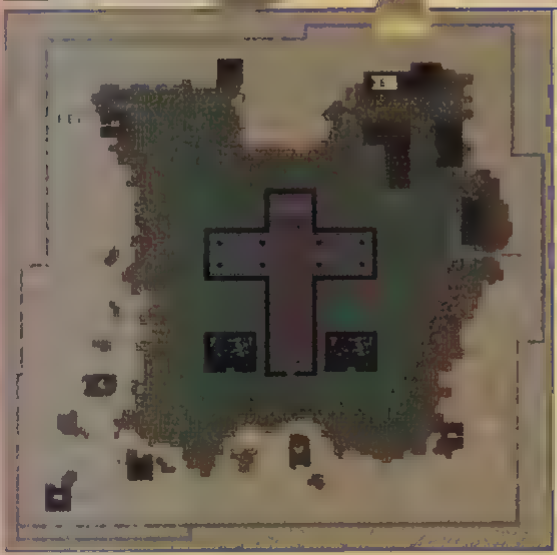
LOADED PART 2

While the realms of rock hard games, Loaded is known as the shoot 'em up of outdoor gameplay, because it's an Alien B'stard in play. The evil beast is ultimately another up-scrolling tale, beyond part of [illegible] guide. Part 1 was [illegible] issue.

LEVEL 6

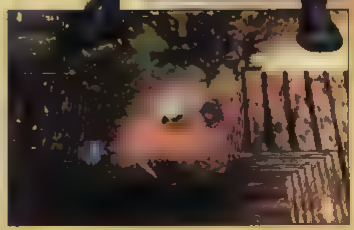
This barren level looks a mess. It's also very drawn out as you seek four fuel pods and bring them back to the entry point. Two types of enemy – scorpions and hounds – wait to ambush you. The only way is to edge through the level taking them out in small groups. Attempting to run through them will only lead to you being overwhelmed. The scorpions are particularly bad at mobbing you, so keep a smart bomb for emergencies.





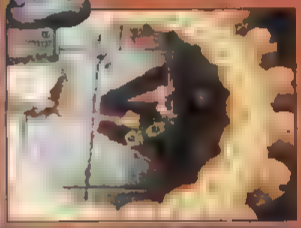
LEVEL 7

This level is a huge quad, with keys set in locked sheds at each corner. The only open one holds the red key and is set in the bottom right. Once all have been collected, head for the large building in the centre. You can run, but not walk up the green hillsides around that area.



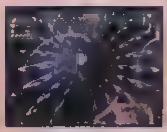
LEVEL 8

The first of a two part vast complex where finding the exit is the objective. Take full advantage of the doors blocking off the level into small compartments and take time to explore for transporter links to rooms filled with bonuses. You begin in the bottom right corner of the map.

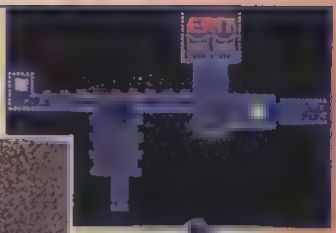


LEVEL 9

This is a [illegible] sprawling, to the Space Port preceding level. The first key you want is the [illegible] very long [illegible] gun. The [illegible] these corridors is the [illegible] fire several guards to congregate [illegible] door the [illegible] for all [illegible] of a second [illegible] long enough to [illegible] to fry them [illegible] enough to let you [illegible] them through.



LEVEL 10



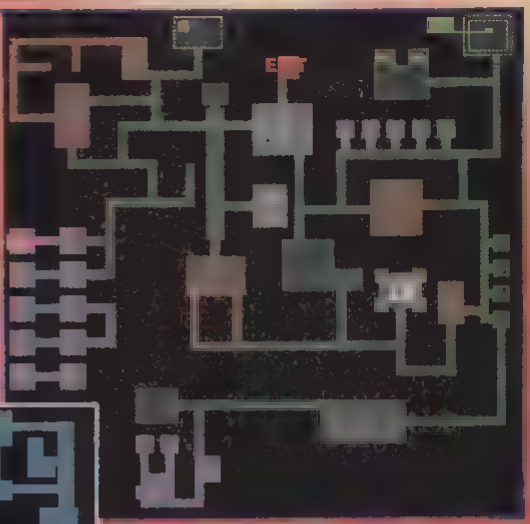
LEVEL 11

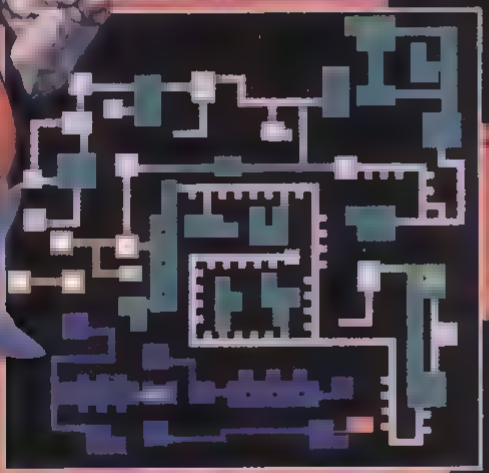
LEVEL 12

This level comes in two parts: the exterior and interior of the Processing Plant. Entry to the plant is with the key that you found in the last level. There are two types of area. Both zones are host to rats that continue to congregate. In the plant itself, droids are most deadly. Those with red markings use flame throwers and are pretty harmless at a distance. There are two horn bie rooms at the end, one with rats, the other with droids. Keep a smart bomb or two for each

LEVEL 13

Dro ds take over from most other enemies, and the same rules apply as the prev ous level. Also, don't waste any ammo ng to destroy any of large pieces of level ch nery it can't be e There is a large s of transporter s It s best to clear of guards as you go rather than appear in the m ddle of them, so walk through to the end of a sequence of transporter rooms

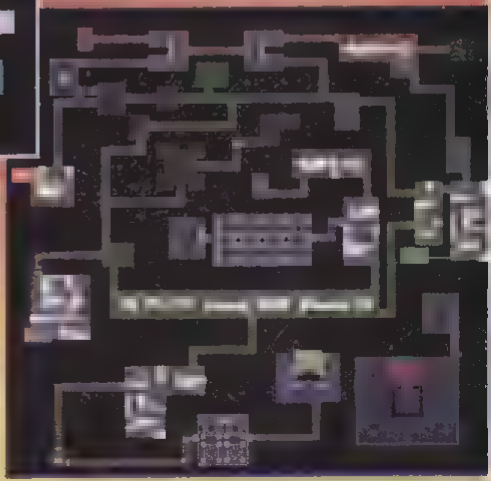




LEVEL 14

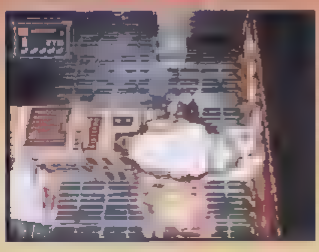
The use of teleporters here can be disorientat ng, as the keys are in disjointed areas As long as you have the hang of right-angle strafing, you'll find this reasonably straightforward

ner, and try to waste the opposition before they get a shot in.



LEVEL 16

This last stage involves the novelty crate-totalling championship, with you blasting your way through blocks to get to the final confronta t on It s tough but the strateg es developed for the other ndoor s same here When meet F B t objectives ce as y them w e res rvoirs smart Bombs also are use ess hem



ULTIMATE MORTAL KOMBAT 3

It seems that the UK manual for the fabola Ultimate Mortal Kombat 3 is sadly lacking in the information department. Never fear Kombat lovers, the MMS posse is at hand to correct that unfortunate oversight right sharpish. Just before you become lethal overnight, remember that the numbers in brackets indicate the number of steps you have to be away from your opponent in order for each move to work. Happy maiming.

1. SCORPION

Fatality #1	Down, Down, Up, + High Kick (0)
Fatality #2	Forward, Forward, Down, Up + Run (4)
Animality	Up, Forward, Up, Up, High Kick (0)
Babality	Down, Back, Back, Forward, High Punch
Pit Fatality	Forward, Forward, Up, Up, Low Punch

4. KABAL

Fatality #1	Down, Down, Back, Forward, Block (3)
Fatality #2	Run, Block, Block, Block, High Kick (0)
Animality	Hold High Punch, Forward, Forward, Down, Forward, Release High Punch
Babality	Run, Low Kick, Run, Run, Up

2. RAIDEN

Fatality #1	Run, Run, Run, Block, Run (0)
Fatality #2	Hold Block, Up, Up, Down, Forward, Release Block, High Punch (0)
Animality	Hold High Punch, Forward, Down, Forward, Forward, Release High Punch
Friendship	Back, Down, Back, Back, High Kick
Babality	Down, Down, Forward, Down, High Kick
Pit Fatality	Forward, Down, Down, High Kick

*not confirmed

5. KUNG LAO

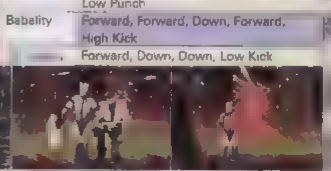
Fatality #1	Hold Low Punch, Forward, Down, Down, Forward, Release Low Punch (0)
Fatality #2	Low Punch, Block, Block, High Kick (1)
Animality	Hold High Punch, Block, Block, Block, Release High Punch
Friendship	Low Kick, Low Kick, Run, Run, High Kick (sweep)
Babality	Forward, Forward, Down Forward, High Kick
Pit Fatality	Up, Up, Back, Low Kick

3. SUB-ZERO

Fatality #1	Hold Block, Up, Down, Forward, Up, Release Block (0)
Fatality #2	Run, Block, Run, Run, Low Kick (6)
Animality	Hold Low Punch, Forward, Forward, Down, Forward, Release Low Punch
Friendship	Low Kick, Low Kick, Run, Run, Low Kick (3)
Babality	Down, Down, Down, Low Kick
Pit Fatality	Down, Forward, Down, Low Punch

6. KITANA

Fatality #1	Run, Run, Block, Block, Low Kick (0)
Fatality #2	Back, Down, Forward, Forward, Low Kick (0)
Animality	Down+Run, Down+Run, Down+Run, (sweep)
Friendship	Down, Back, Forward, Forward, Low Punch
Babality	Forward, Forward, Down, Forward, High Kick
	Forward, Down, Down, Low Kick



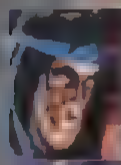
7. KUNG LAO

Fatality #1	Forward, Forward, Back, High Punch (9)
Fatality #2	Block+Run, Block+Run, Block+Run, Block+Run, Down (3)
Animality	Run, Run, Run, Run, Block
Friendship	Run, Low Punch, Run, Low Kick
Babality	Down, Forward, Forward, High Punch
Pit Fatality	Down, Down, Forward, Forward, Low Kick

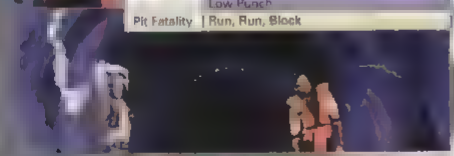
8. KUNG JINRO

Fatality #1	Forward, Forward, Down, Down, Low Kick
Fatality #2	Up, Down, Up, Up, Block+Run
Animality	Down, Down, Down, Up
Friendship	Down+Run, Down+Run, Down+Run
Babality	[illegible]
Pit Fatality	[illegible]

9. [illegible]



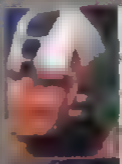
Fatality #1	Back, Back, Down + High Punch (8)
Fatality #2	Hold Block, Up, Up, Back, Forward, Release Block, Block
Animality	Forward, Forward, Down, Down
Friendship	Run, Run, Down, Run, Down
Babality	Forward, Back, Forward, Back, Low Punch
Pit Fatality	Run, Run, Block



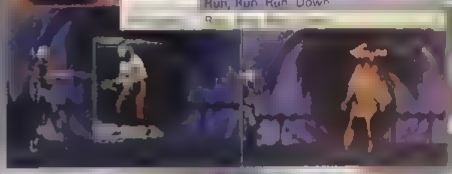
10. [illegible]

Fatality #1	Back, Back, Forward, Down, Block (4)
Fatality #2	Down, Down, Back, Forward, Block
Animality	Down, Down, Down, Up, High Kick (0)
Friendship	Down, Back, Forward, Down, Run
Babality	Forward, Forward, Back, Down, Low Kick
Pit Fatality	[illegible]

11. SHINNOK



Fatality #1	Low Punch, Run, Run, Block (1)
Fatality #2	Back, Forward, Forward, Forward, Back, Block (3)
Animality	Forward, Forward, Down, Up
Friendship	Run, Run, Run, Down
Babality	Back, Down, Down, Down, High Kick
Pit Fatality	Run, Run, Run, Down



12. [illegible]

Fatality #1	Hold High Kick, Forward, Back, Forward, Forward, Release High Kick (C
Fatality #2	Forward, Down, Down, Forward, Low Punch (0)
Animality	Run, Block, Block, Block, Block, Close
Friendship	Forward, Forward, Down, Forward
Babality	[illegible] Punch
Pit Fatality	[illegible], Down, Down, [illegible], [illegible], [illegible]
	Down, [illegible]

13. [illegible]

Fatality #1	Run, Run, Block, Block, Block, Run+Block (0)
Fatality #2	Run, Run, Block, Run, Block
Animality	Forward, Forward, Up, High Punch
Friendship	Run, Run, Run, Run, Run
Babality	[illegible]
Pit Fatality	Run, Run, [illegible]

14. [illegible]

Fatality #1	Hold Block, Up, Up, Forward, Down (6)
Fatality #2	Hold, Run, Back, Down, Down, Forward, Forward, Release Block (1)
Animality	Down, Forward, [illegible], Block
Friendship	Run, Run, Run, High Kick (6)
Babality	Down, Down, Back, Back, High Kick
Pit Fatality	Forward, Forward, Down, Low Kick

15. [illegible]

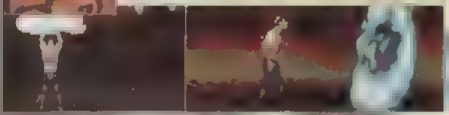
Fatality #1	Back, Forward, Down, Down, Run
Fatality #2	Hold Block + Run, Up, Up, Back, Down
	Release Block + Run (6)
Animality	Hold Low Punch, Back, Forward, Down
	Forward, Release Low Punch
Friendship	Back, Forward, Back, Down, Run
Babality	Down, Down, Down, Forward, Low Kick
Pit Fatal	Forward, Forward, Down, High Punch

16. [illegible]

[illegible]	Down, Forward, Down, Forward, Block (0)
[illegible] #2	Forward, Forward, Forward, Forward,
	Low Kick (6)
[illegible]	Run, Run, Run, Block (3)
[illegible]	Low Punch, Run, Run, Low Punch
[illegible]	[illegible]
Pit Fatality	Forward, Up, Up, High Kick

17. [illegible]

Fatality #1	Back, Back, Down, Back, Run (3)
Fatality #2	Block, Block, Run, Block, Run (0)
Animality	Forward, Forward, Up, Up
Friendship	Low Kick, Low Kick, Run, Run, Up
Babality	Down, Back, Back, High Kick
Pit Fatality	Back, Down, Forward, Forward, High Kick

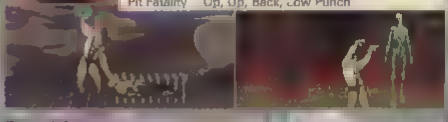


18. [illegible]

[illegible]	Down, Down, Forward, Up, Run (0)
[illegible] #2	Hold Block, Down, Down, Up, Down
	Release Block, High Punch
[illegible]	Up, Up, Down, Down
[illegible]	Run, Run, Run, Up
[illegible]	Forward, Forward, Back, High Punch
Pit Fatality	Block, Block, Run, Block, Run

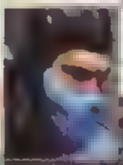
19. [illegible]

[illegible] #1	Hold Low Punch, Down, Forward,
	Forward, Down, Release Low Punch (0)
[illegible]ality	Hold High Punch, Run, Run, Run
	Release [illegible]
Friendship	Low Kick, Low Kick, Run, Run, Down (3
	Run, Run, Run, Low Kick
Pit Fatality	Up, Up, Back, Low Punch



20. [illegible]

[illegible] #1	[illegible]
[illegible] #2	Down, Forward, Down, Forward, Low Punch
[illegible]	Forward, Down, Down, Forward, [illegible]
[illegible]	Hold High Kick, Run, Run, Run, Release
	High Kick
	Down, Back, Forward, High Punch
Pit Fatality	[illegible]



21. [illegible]

Fatality #1	Down, Down, Down, Forward, High Punch
[illegible]ality	Down, Back, Back, High Punch *not confirmed
	Forward, Down, Forward, Forward, High Punch

22. ERMAC

Fatality #1	Run, Block, Run, Run, High Kick (close)
Fatality #2	Down, Up, Down, Down, Down, Block (sweep)
[illegible]	Hold Low Punch, Back, Back, Forward
	Forward, Release Low Kick
	Down, Back, Back, High Kick, Unknown
	Run, Run, Run, Run, Low Kick

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FREE PLAY MODE

Do the following codes on the purple skeleton screen. Up, Up, Right, Right, Left, Left, Down, Down or Up, Up, Left, Left, Right, Right, Down, Down. If you do it correctly a voice should say "Excellent". Then, simply wait for the menus and don't push any buttons. Either of these codes should work.

HIDDEN CHARACTER CODES

To [illegible] the following [illegible] A, B
Also [illegible]

	Code
Mileena	7, 0, 0, 7, 2, 3
Classic Sub-Zero	7, 6, 0, 5, 2, 0
ERMAC	8, 6, 4, 2, 3, 0

CLASSIC SMOKE

At the [illegible] Smoke [illegible] for [illegible]

EXTRA TREASURES!

If you beat the game on 2nd Master Mode you get to the treasures of Shao Kahn, select the last one on the right and press right one more time for even more goodies.

SHAO KAHN'S TREASURE

The first 10 are available on different difficulty levels, the last two are only available when you win an 8 person tournament or beat Shao Kahn on the 4th Tower (Path Select).

1		Outcome
2	MK	Play Galaga
3		Fight Ermac
4	3	Fight Noob Saibot
5		Random
6		[illegible] for [illegible] characters
7		Fatality Demo for all the actors
8		Fatality demo for new charactors
9		[illegible] and Ermac"
10		Fight an endurance match vs Noob Saibot and [illegible]
11		Fight an Endurance match vs Noob Saibot, Ermac, Classic Smoke and Sub Zero, and Mileena!
12		[illegible] for ALL charactersa!

RANDOM CHARACTER SELECT

Hold UP and press START on the character select screen for a random character. How [illegible]

CHANGE OPPONENT QUOTE

While Shao Kahn is laughing on the purple skull screen press down, left, left, A, right, Down. It should change the opening quote from "There is no knowledge that is not power" to "Imagination is more important than knowledge". Wow.

CRISPY

Do the pit fatality in Scorpions layer then hold down both (on both controllers) HP and Run. Do it quickly and you'll get the toasty guy and Shao Kahn [illegible] Boy, these secrets really are amazing aren't they?

COMBAT CODES

[illegible]	Player 1 [illegible] damage
[illegible]	[illegible]
390-390	Both Players [illegible] damage
722-722	Combo System [illegible]
321-789	Super Run
555-556	Super [illegible] Disabled
688-433	Quick Uppercut
040-404	Real Kombat
024-689	Super Endurance
975-310	Regenerating Powerbars
300-003	P.B Q.K P
200-002	P.A B

SHANG TSUNG MORPHS

Smoke	Back, Back, Down, [illegible]
Cyrax	Block, Block, Block
Kabal	[illegible] Low Punch, Block, High Kick
Kano	Forward, [illegible] Block
Jax	Forward, [illegible] Down, Low Punch
Kung Lao	[illegible] Run, Block, Block
Liu Kang	Run, Circles Forward
Nightwolf	Up, [illegible]
Sektor	Down, Forward, Back, Run
Stryker	Forward, Down, Forward, Low Kick
Sindel	Back, Down, [illegible] Low Kick
Sonya	Down, Forward, Low Punch + Block
Stryker	Forward, Forward, Forward, High Kick
Sub-Zero	Forward, Down, Forward, High Punch
Kitana	Forward, Down, Forward, Run
Reptile	Run, Block, Block, High Kick
Scorpion	Down, Down, Forward, Low Punch
Jade	Forward, Forward, Down, Down, Block
Ermac	Down, Down, Up
Classic Sub-Zero	Block, Block, Run, Run
Mileena	Run, Block, High Kick

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BLOCKBUSTER VIDEO

Virtua Fighter Kids

MEGA GAME

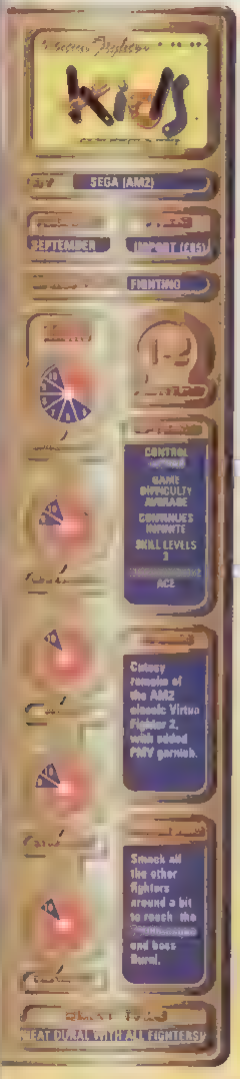
In Japan, the Saturn's launch success can be attributed to one game: Virtua Fighter. Like Mario 64 on the N64, there was one copy of VF sold for every machine bought, a staggering indication of the game's popularity. This success was carried over to the superlative sequel, Virtua Fighter 2, which went on to become one of the best selling Saturn games of all time. And quite rightly so. VF2 is probably the best beat 'em up on the Saturn, not to mention one of the finest videogames ever created. So when AM2, the programmers of the VF series, announced that they were planning to release a special 'enhanced' version of VF2, we knew we were in for somesomething special.

OK, OK, So the 'Kids' angle is a pretty tenuous enhancement. After a games like Toshinden and Tekken 2 have a 'Super Deformed' mode thrown in for free. But in those games the big heads provide little more then a cosmetic novelty. In VF Kids the swollen craniums actually effect the physics of the fighting.

Designed originally for the ST V arcade board, VF Kids is part of Sega's brand new marketing strategy to draw in a younger audience for the Saturn. In Japan, the Saturn was recently relaunched in a sleeker, cheaper and brighter form as the white Flash Saturn intended to entice younger gamers away from their SNES's and onto a next-gen console. But the question remains: does a game aimed at under 15 year olds have what it takes to make it in the tough league of Saturn beat 'em ups? Hmm

YOU KNOW – FOR KIDS!

VF Kids is supposed to complement the Flash Saturn relaunch by broadening the appeal of the VF series with an all new, child friendly 'Kids' mode. Despite the deceptively simple three button control system (guard-punch-kick) VF2 is one of the most intricate beat 'em ups ever devised, and while the 'normal' mode of VF Kids retains all the ingenious complexity of VF 2, the Kids mode provides a much simpler control interface that allows for even the most incompetent of VF players to pull off some incredible moves. Even Nick's patented 'pad wiggling-button bashing' technique can produce some impressive combos! Of course, for any one with a modicum of ability the Kids mode is completely useless, unless you happen to have a five year old brother or sister. Or are five. In which case you wouldn't be reading this.



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A WHOLE NEW WORLD

It's not just the characters' heads that have received a graphical make-over – the entire VF world has been completely redesigned in the 'kids' style. The backgrounds, the music, the fighters' bodies, everything! Akira's stage, for instance, now harbours a comedy pink elephant in place of VF2's fearsome lion statue, while pictures of cute leaping bunnies litter the background! All of the characters now look and sound like ten year old versions of their VF2 counterparts (even though Shun and Jeffrey still have beards!) albeit with gargantuan water retentive heads. What's more, in keeping with the VF Kids theme, loads of comic touches have been added to the gameplay, such as little puffs of smoke coming off the characters' feet as they run, or they way they look up startled whenever a new second player enters the game. Brilliant!

LIGHTS! CAMERA! ACTION!

One feature that is guaranteed to delight both newcomers and Virtua Fighter fans alike is the inclusion of a brilliant all new rendered intro, complemented by CG endings for each of the characters! The intro depicts the VF Kids fighting alongside, or indeed against, their senior counterparts in some brilliant full screen FMV action. See for yourselves! Interestingly the beta version of VF Kids had the kids taking a bashing from their big brothers, while the final release sees the Kids winning the day. There's also a Kids version of the famous VF2 intro, but to be honest it pales in comparison with the CG spectacular that AM2 have provided.

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BLOCKBUSTER VIDEO

VIRTUA FIGHTER VERSION 2.3!

As I've already mentioned VF Kids is more than just a cosmet c enhancement of VF2. For a start, the game runs 20% faster than VF2 allowing for some lightning fast junior kung fu action. What s more, the weight and physics of the fighter's bodies have been tweaked to allow for their gigantic melons, meaning that all new combos and moves can be strung together. In fact, the combo system on the whole seems a lot more fluent and accessible than VF2 almost as if AM2 were trying to take the game in the user-friendly direction of titles like Fighting Vipers. This is further emphasised by the usage of three way mid-game replays on certain special moves, a feature pio neered in Fighting Vipers. Also, the fighters' swollen bonces add cen trifugal force to their movements, resulting in certain flashier moves sending your opponent fly ng through the air across the r ng. Very satisfying.

Dokka game and no ... take. Big heads rule. Spam. Dan ... is one of the worst captions I have ever read. Marcus

VIRTUAL ENIGMA!

While Japan has fallen in love with the Virtua Fighter ser es, it seems that Europe is yet to be converted to the joys of AM2's fight ing fest. Which is a shame really, 'cos you're all missing out. The key to VF's success is the three button control system. Intuit ve deceptively simple, yet belying a wealth of gameplay depth. The fighting in VF2 (and VF Kids) is all about the balance and posture of your character. Certain moves (or chains of moves) will commit to an attack on one of three plains (high, medium or low) that takes a specific amount of time depending on the force of the strike. If blocked, the move proffers a recovery time corresponding to the power of the attack that gives the opponent a split second to counter, or attack with a sequence of their own. It's all very com plex, and not worth getting into here but, needless to say, when p ay ng it feels very natural. Like real kung fu! Ha ya!

COMMENT

To buy or not to buy, that is the question. Virtua Fighter Kids is an undoubtably an excellent enhancement of incredible game, but do the extras really warrant the asking price? That, my dear reader, is up to you. You know the deal: Virtua Fighter 2 Plus, with huge heads and added extras. If you're a real die hard VF2 fan, I'd imagine that this is going to be an essential purchase. And if you've never bought a VF game, but like the look of the Kids promise, then you aren't going to be disappointed. But for the casual VF player, this may prove a tad too similar to VF2 for its own good, even at the low asking price. Personally, I love it, but I'm prepared to accept the cynical viewpoint.

COMMENT

I think Virtua Fighter 2 is an incredible game that has yet to be bettered. I can't get excited about the slight performance improvements in this version, but can see the funny side in the restyling. It's just a shame that Sega didn't go further. If they wanted to use the VF2 engine for a new children's game, why not go the whole way and make it completely bonkers? There's a really cute preying mantis working out with Lion in the introduction FMV – why couldn't it have been included in the game? As it stands, this is a reworking VF purists may disapprove of, and casual players may feel they simply don't need. Younger Saturn novices, however, would be well advised to consider this as a budget-priced (and pint-sized) introduction to the best fighting game ever.

FIVE REASONS TO GET VF KIDS

So, if you already own VF2 (which is after all, a very similar game), why on earth would you want to buy VF Kids?

1. COOL NEW LOOK

Let's face it, you either love it or hate it. I think the super deformed styling is brilliant, but it's a matter of opinion. The remixed music, the new backgrounds, the big heads. VF kids is funny. Personally, I like a bit of humour with my games, but you may disagree.

2. IMPROVED GAMEPLAY

Hardcore VF2 fans will delight at the game engine tweaks in VF Kids. Mid round replays, more cinematic camera angles, dramatic finishes and, most importantly, new combo potential. And it's 20% faster than VF2. VF2 27 Definitely.

3. CUT SCENES

Again VF2 fans will love the brilliant intro and character specific rendered endings. These are all of high quality and bear repeated viewing. Filling your cinema with every character's ending is quite a challenge.

4. OPTION CITY!

VF Kids provides a comprehensive front end that allows you to tailor the game to your precise requirements. On top of the usual options (one player mode, two player mode and ranking mode), players can select from a Watch Mode (look at two CPU players go at it), a detailed 'records' screen, and best of all, a custom combo screen where you can create your own combos for any character.

5. THE PRICE

It was a toss up for number five between the way the characters look up when someone enters the fight (gets me every time) and the fact that Sega are releasing VF Kids over here for only £29.99!

GRAPHICS 93
- Hi-res, solid, texture mapped polygons. Plus the whole new 'kids' look is neat.

SOUND 90
- Brilliant character animation running at 60 frames a second. That's as smooth as is actually possible!

VALUE 92
- Catchy 'kids' remixes of the VF2 originals. Check out the Jeffrey's reggae beats! Bass is some hefty tunes man.

LASTING APPEAL 91
- Nearly identical to VF2, except for the squeaky kids voices. You'll recognise the 'Press Start' jingle immediately.

PLAYABILITY 91
- It's 'Kiddie' VF2 level. Thanks to the Kids Mode it's as simple or as complex as you want to make it.

OVERALL 91
- Incredibly addictive, and mastering a single character takes months.

If those who own VF2 may find it a bit too similar.

Overall
One for die hard VF fans, young children or those who don't own VF2 and find the kids promise appealing.

92

EA

SEPTEMBER

TBA

Strategy/Action

CONTROL JUMPAD

GAME DIFFICULTY CONCRETE!

CONTINUE SAVE GAME

SKILL LEVEL SCALEABLE

RESPONSIVENESS OK

Based on the 3D0 update of the PC adaptation of the Games Workshop Board Game. Which is based on Warhammer 40,000.

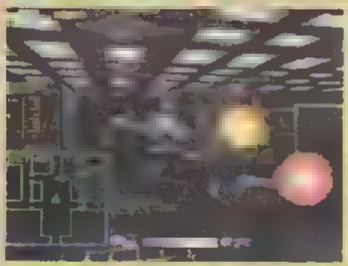
Destroy the evil forces of chaos and reclaim the Space Hulk for the Emperor

SPACE H

[illegible] civilisation, [illegible] ...ruin[illegible] bide their [illegible] into contact with other life forms, at which po[illegible] from h[illegible] and infect the unfortu[illegible]. However, this infection isn't your standard 'la[illegible]ir thr[illegible]and burst out their chest' types [illegible]. This is something much more insidious.

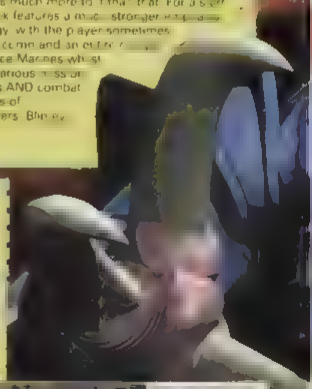
When a genestealer infects another creature it [illegible]'s genetic [illegible] and their children are born as hybrids: a mixture [illegible] between the host species and [illegible] genestealer. Th[illegible], which [illegible] slave generation of Hybrid resembling the host species more and more closely, until by the fourth generation the offspring are indistectable as alien. They could be anyone!

As an Imperium Space Marine (futuristic soldier) recently promoted to serve in the Terminator Company (futuristic SAS), its down to your Chapter (futuristic regiment) to investigate any and all occurances of deserted Space Hulks and eradicate the genestealer menace before it has a chance to spread. 'For the Emperor!' Apparently.



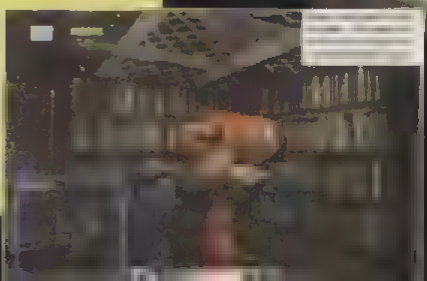
WE ARE [illegible]

[illegible]spite what you may think from gazing across these screenshots, Space Hulk is not just another [illegible]. We alright to Sandster Doom [illegible] there's much more to it than that. For a start, Space Hulk features a much stronger [illegible] strategy with the player sometimes having to command an entire [illegible] of Space Marines, whilst [illegible] having various mission objectives AND combat [illegible] hordes of Genestealers. Blimey.

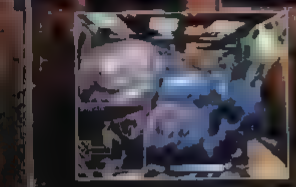


[illegible]

By pressing X at any time [illegible] the game is paused and a top down [illegible] of the area is displayed. From here you can select your Marine or [illegible] squad of Marines to any of your company. Such flexibility is the strength of the interface that ensure missions can be completed just through [illegible] of the top screen. However, be quick as [illegible] the Freeze Time clock starts ticking down [illegible] your own [illegible]



HULK VENGEANCE OF THE BLOOD ANGELS



TOTAL YOUR LOAD!

Throughout the game your squad of marines are decked out with a variety of futuristic ordinance, appropriate to the mission they are undertaking. There are two main types of weapon, projectile and close combat, and each has its own strengths and weaknesses when battling the Genestealer menace. Let's take a look at the guns first shall we?

1. STORM BOLTER

The standard armament for a Terminators. A double barrelled automatic projectile firing gun that looses explosive bullets known as 'bolts'.

2. HEAVY FLAMER

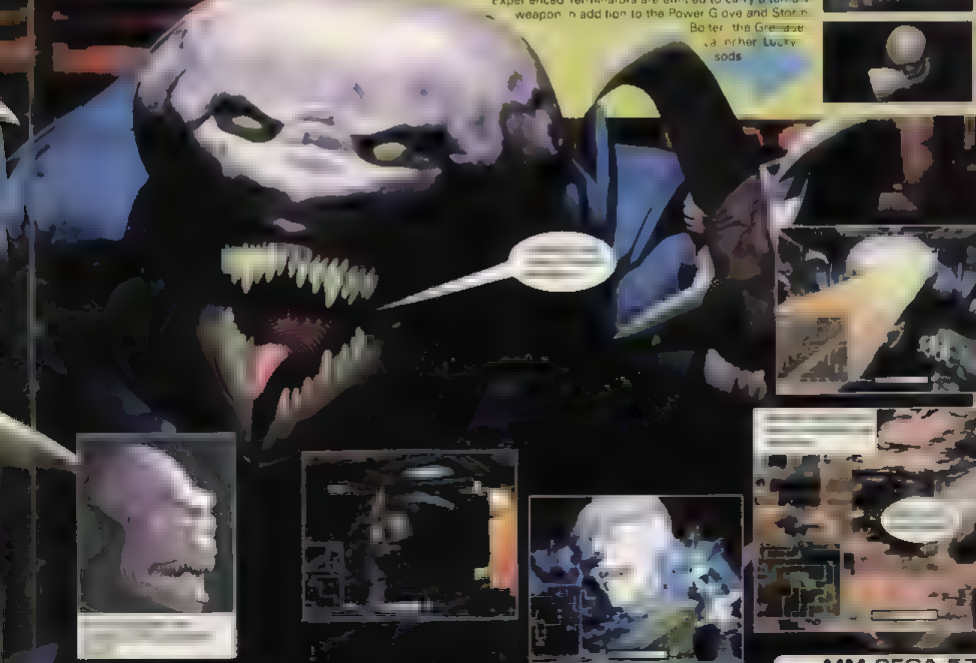
It's usual for one Marine in each squad to mount a heavy weapon in place of his bolter. The most common heavy weapon is the flamer, a powerful flamethrower funnily enough.

3. ASSAULT CANNON

The other heavy weapon in the Terminator arsenal is the assault cannon, a large motor powered rotary cannon capable of spewing bursts of explosive tipped rounds. Like Arnie uses in Terminator 2.

4. GRENADE LAUNCHER

Experienced Terminators are entitled to carry a terrifying weapon in addition to the Power Glove and Storm Bolter, the Grenade Launcher. Another Lucky Sods



[illegible]

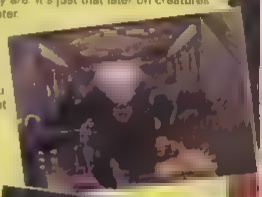
Space Hulk: Vengeance of the Blood Angels is an updated version of the 3DO chart topper (yes, there once were such things) released last year which in turn was based on the the Games Workshop board game of the same name. While the videogame bears more than a passing resemblance to its table top counterpart (hence the game's 'square' look), EA have taken the opportunity to bring you face to face with the hideous Genestealers in an all action real time 3D strategy/shoot 'em up kinda way.

[illegible]

Unfortunately, Purestrain Genestealers aren't the only enemies you encounter lurking in the depths of the Space Hulk. The further you get into the game, the more formidable the opponents become. Not that they're aren't formidable right at that start. They are. It's just that later on creatures score even higher on the formidablometer.

PURESTRAIN GENESTEALER

The purest form of the alien race, these are the most common enemies that you will face. Cased in a heavy carapace that can turn aside Storm Bolter shells, Purestrain's nevertheless move at an alarming speed and specialise in close quarter combat.



HYBRIDS

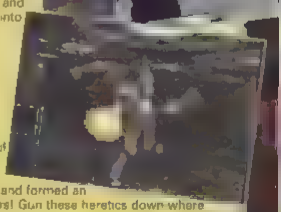
A hybrid is the offspring of the host species infected with the Genestealers' genetic material. In the case of humans, the infected offspring is humanoid in appearance, but with pale skin and a bulbous head. Their puny bodies make them weaker foes than their purestrain brethren, whilst their higher intelligence allows them to carry projective weapons such as boiters.

MAGUS

By the time the hybrid brood has reached the fourth or fifth generation, the inherent human potential to develop psychic powers sometimes makes itself felt. Hybrid psykers are extremely intelligent and dangerous opponents, and attack with psychic powers that both jam your weapons and cause the surrounding area to burst into flames. Rare, but to be treated with respect.

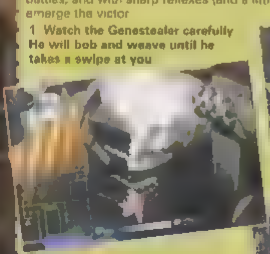
CHAOS SPACE MARINES

Thousands of years ago the Emperor's authority was challenged by his right hand man, Warmaster Horus, who had fallen prey to the evil influence of Chaos. Horus and his forces were eventually defeated, but some of his Chaos Marines escaped and formed an uneasy alliance with the Genestealers! Gun these heretics down where they stand.



[illegible]

While most of the killing in Space Hulk is achieved from a distance (with projectile fire) occasionally a Genestealer will break through your ranks and attack in close combat. Space Marines are not as proficient in melee as Genestealers (they've got six arms for heaven's sake) and so they possess little chance of surviving such an encounter. However, there is an element of skill involved in these battles, and with sharp reflexes (and a little luck) you may just emerge the victor.



1. Watch the Genestealer carefully. He will bob and weave until he takes a swipe at you.

2. As he does, quickly press the parry button to block.

3. Then, once the attack has been deflected, respond with one of your own.

MISSION IMPOSSIBLE?

From the title screen players can choose between the Library or the Campaign game. The Library provides a set of pre-determined simulations, including Space Hulk Originals missions from the board game, Classic Missions from the PC game and training missions to familiarise you with the combat and command system. The Campaign game on the other hand is a never-ending series of missions that you must attempt, ranging from [illegible] saving your position to memory. You start as a [illegible] marine and must earn [illegible]

DMA

RUS

HAVE YOUR KNIVES

[illegible] we take a look at all the projectile weapons. We're here are all the close combat ones best for your [illegible] heads

1. POWERGLOVE

A large powerful hydraulic [illegible] that contains a powerfield generator which surrounds the glove with an aura of crackling energy

2. CHAIN FIST

A heavy duty titanium power [illegible] which is effective for carving through back [illegible] and Genestealer [illegible]

3. POWER SWORD

[illegible] sword contains a [illegible] similar to the [illegible] glove though here it [illegible] the weapons [illegible] razor sharp blade

4. THUNDER HAMMER AND STORM SHIELD

Marines can top up with one [illegible] close combat [illegible] The hammer and [illegible] is cumbersome but [illegible] of delivering a crushing [illegible]

5. LIGHTNING CLAWS

[illegible] second close combat weapon is a pair of [illegible] claws consisting of [illegible] like blades mounted on [illegible] Make some mor[illegible]

▲ Dark and moody. These Genestealers look good up close.
▼ Blocky sprites and edited scrolling.

▲ Once again, these Genestealers really do [illegible]
▼ ...though the animation on some other [illegible] sprites is pretty poor

▲ Nice futuristic/ambient [illegible] music in between levels.
▼ No 'in-game' tunes to speak of.

▲ The splash of your fellow marines is brilliant, whilst the constant groans and growls that echo around the Space Hulk really do add to the atmosphere.

▲ Deep and rewarding strategy coupled with claustrophobic shoot-'em-up blasting!
▼ It's rock. And not the kind you buy at Clinton knock.

▲ Hundreds of challenging missions, plus the brilliant campaign mode.
▼ A slight repetitive, persistence.

OVERALL

Doom meets Panzer General! A strategy/action hybrid that rises above its aesthetic shortcomings.

87

ACCLAIM

SEPTEMBER

TBA

SHOOT 'EM UP

JOYPAD

GAME DIFFICULTY

CONTINUES

SKILL LEVELS

Conversion of the ancient Taito coin-ops Bubble Bobble and Rainbow Island.

Use your bubbles to pop the monsters or and reach the level to ascend to the top of each stage.

FINISH THE GAME!

We of the good ship MMS are the first to acknowledge that this whole retro gaming thing has got a bit out of hand. Nostalgia isn't what it used to be, and some old games are definitely best left forgotten (or, the Irem 'classics' pack anyone?!). Still, there are some decent titles out there that we would be glad to see receive the 'picked up' and 'dusted down' treatment. And this just happens to be one of them...

Some of our older readers may remember Taito's brilliant Bubble Bobble or Rainbow Islands coin-ops from the early 80s. Or possibly the impressive Rainbow Islands conversion on the Megadrive (worth an absolute mint if you've still got a copy). No? Well, then take our word for it, they're ace! And now, out of the blue, license masters Acclaim have had the sudden inspiration to re-release BOTH games on ONE disc!

TWO'S COMPANY...

Despite the fact that the label says 'Bubble Bobble', this package actually contains two games: Bubble Bobble and Rainbow Islands. Both Rainbow Islands are both carbon copies of the [illegible] a special 'Saturn enhanced' version of Rainbow Islands with greatly improved graphics and sound. However, it is not to be confused with the arcade version of Rainbow Islands Enhanced which [illegible] and harder gameplay and different bosses. OK?

Bub was bitter that he didn't get the part in Jurassic Park.

The less platforms, the harder the level. Generally speaking.

spooky third island!

The boss is almost dead! Get him Bub!

You can see the smooth shading in this shot

BUBBLE BOBBLE (1986)

[illegible] accurately Bub and Bob as they [illegible]

COMMENT

While I'm the first to admit that ten year old coin-op conversions are the last thing you want to see on your Saturn, some games deserve to be re-released. And Rainbow Islands is definitely one of them. Bubble Bobble is fun for a while, especially in two player mode, but it's Rainbow Islands that really shines. It is brilliantly designed, entertaining, challenging, and above all – blindly original. How many other games on the shelves today can you say that about? Admittedly, by Saturn standards the whole package looks a bit plain (the enhanced CD gives some way towards remedying this) but its not the visuals that count here. Both Bubble Bobble and RI are brilliant fun to play and, after all, isn't that what videogaming is supposed to be about? Well as New Zealand Story, that's what I say!

DAN

COMMENT

Although I'm a bit weary of the current trend for retro gaming, I must agree with Dan when he says that some games really do deserve to be re-released – especially when you consider that the Saturn is one of the first home machines to do a lot of old games justice. The graphics and gameplay of both titles in the Bubble Bobble pack are arcade perfect, as you'd expect, and the 'enhanced for Saturn' Rainbow Islands with its redrawn sprites and parallax scrolling just adds to the value. It's a shame that Parasol Stars wasn't included to complete the trilogy, but it was by far the weakest of the three so I suppose it's no great loss. If you're after a classic slice of retro arcade action then Taito's pack is just the ticket.

ED

GRAPHICS 92

...native...
▼...but hardly spectacular. Particularly on RI.

SOUND 80

...on the logo of the game.
▼But hardly pushes the boat...

VFM 91

...Rainbow Islands the best for BB and the infamous 'over the rainbows' remain for RI.
▼Yoda Kandiru isn't looking over his shoulders.

LASTING APPEAL 91

▼Functional for both games really.

PLAYABILITY 90

...BB is ok, but RI is an absolute delight to play.

OVERALL 92

...It's addictive stuff, and there are plenty of

Looks like a 16 bit game but plays like a dream. Fans will love it, while newcomers may be pleasantly surprised.

90

HIGHW

JVC

SEPTEMBER

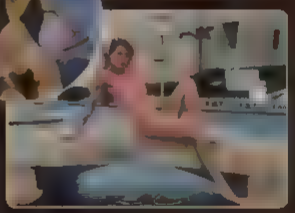
£44.99

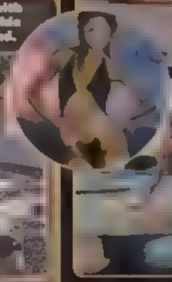
DRIVING

1-2

BABE-O-RAMA

Since we previewed Dead Heat, the Japanese version of this game, JVC have Westernised it by shooting new FMV sequences with European bebes replacing the Japanese air-hostess types. We can't go into too much detail about your hot new co-drivers (Dan gets very excitable – he had a very sheltered upbringing, you know) but we can only hope that the weather's warm wherever you're going. They'll catch their death dressed like that otherwise.





AY 2000

HIT THE ROAD

There are five courses in Highway 2000, and each gets progressively harder. The scenarios will all be familiar to Baywatch viewers (as should some of the bimbo-types you take with you on your journey). Coastal roads, bridges and tunnels are all familiar sights in these predominantly urban motorways. In fact, the most surprising feature of these courses are some of their names. I don't know about you, but if I was taking a hot chick out on a date I wouldn't visit a place called Wind-Breath Highway.

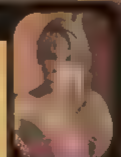
MOD CONS

Highway 2000 features a slick two player option (called Battle Mode) which splits the screen horizontally and pits you against an opponent in a race to the finish line. Other luxury items include the option to view your car from any one of three angles – from above, behind, or inside.

COMMENT

DAN

COMMENT



MARCUS

AYSIDE-ROAD HIGHWAY

CROSS-RAIN-BOW HIGHWAY

T1

▼The courses are very samey, and look the sort of dated that makes them slowly distinct from each other.

T1

▲The clouds of dust thrown up by skidding wheels aren't bad, but there are few impressive touches.

▼Car movement is very limited. Sega Rally it ain't.

T1

▼The pumping tunes are patently classy – just the sort of Bon Jovi sub-tune likely to improve your passages.

T1

▼Pretty much below par compared to the competition. Skid'n'crash better sure, skids and handbrake turns absolutely.

T1

▼[illegible] the awkward one control – there's a definite knack to be learned.

T2

▲There are five courses...

▼...but there isn't enough variation in scenario or course design.

Novelty value can't save this from being outclassed by the competition.

69

NHL® POWERPLAY

Attracts the wrong sort, this kind of thing. Not surprising really – ice hockey's got to be one of the few games where starting, and watching, a violent scrap is actually a match highlight.

NHL Powerplay '96, Virgin's challenge to Sega Sports' NHL All Star Hockey, is a finely tuned simulation that thankfully takes into account the more visceral aspects of this 'skate 'n' maim' sport. Hockey sticks are an ideal shape for [illegible] flying [illegible] (named after the limited power-up period where you can turn the screw on your opponent and pummel away until you score). [illegible] examples of rink rage which can send players sliding, starfish-like, across the ice in a complete daze.

So if you're more interested in slapping other players than simple slapshots, then this is your game. The serious hockey enthusiasts, meanwhile, are in for a treat with a well-designed simulation that seems to include everything bar the St Trinian's team. Now, *that* would have been a scrap worth watching.

We used to play hockey with coffee jar lids and cricket bats. Just thought I'd share that with you.

Each rink is different, and bears the logo of its home team.

STICK WITH ME

Being officially endorsed by the NHL means that the US league's 28 teams and all their players, are included in the game. In addition to this, there are 16 international sides – ranging from giants like Russia to relative feebies like the UK – to choose from. The latter months of the game's development were taken up with perfecting the complex artificial intelligence system – your opponents and team-mates adjust to your skill levels (regardless of the abilities of your chosen team) so cock-ups and unpredictable behaviour don't necessarily throw a complete spanner in the works. The more you learn about the system, the more you'll get out of playing the game.

BY VIRGIN

£44.99

SPORTS SIM

CONTROL JOYPAD

GAME DIFFICULTY ADJUSTABLE

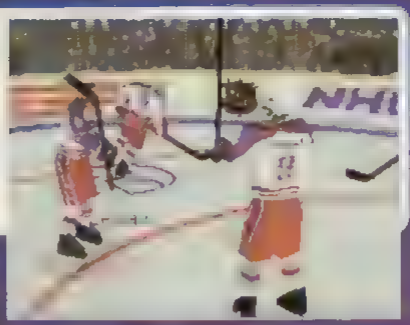
CONTROL UNLIMITED

SKILL LIMIT 1

REPRESENTATIONS OK

The Saturn gets its second ice hockey game (after 1995's NHL All Star Hockey). This is another simulation endorsed by the NHL.

Take to the ice and play hockey with the finest across exhibition, season, playoff or world tournament matches.



Eclair picks a fight with Marsigue as the Blancmange team triumph in the Cream Cake Cup.

almost everything right. This is a vast improvement over Sega's own NHL Hockey of last year, showing just how much technical improvement is possible. The best features are the very smooth rather intelligent camera panning, which takes the work out of finding the best

like excellent control response.

Powerplay

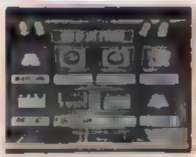
pace of the classic EA hockey (not as EA!) but with many more controls and tactics than ever were possible on the 16-bit machines.

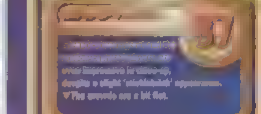
If you want to play ice hockey on your Saturn, the

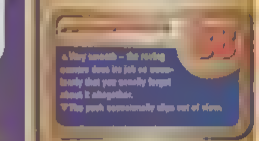
fact that this outshines last year's NHL All Star Hockey in almost every respect – the graphics are smoother, have a greater solidity, the gameplay is more realistic, your opponents more intelligent – even little details like the players' shadows on the ice are more effectively realised. And Powerplay isn't saddled with the interminable organ soundtrack that made All Star such an ordeal. If you're looking for an intelligent, detailed and intuitive game of hockey (this one's so smart it doesn't even give you the option to change the zooming and rotating camera view – you just don't need to) then you won't go far wrong with this.

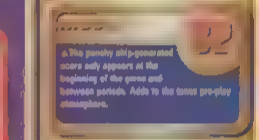
HOCKEY MASTERCLASS

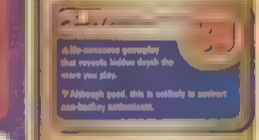
During one of the breaks between the three play periods you can access a detailed menu that provides you with all the kinds of detailed in-game stats that you'd expect from a top notch sports sim. Powerplay goes a bit further than most, however, with the chance to coach your team and adjust strategy with easy-to-follow graphics and advice. Select the 'Coach Team' option and you'll be given the opportunity to do things like tailor your attacking play by altering the speed of player breakouts. Should you risk your defence by concentrating on aggressive up front tactics? Or do you play it safe? The choice is yours. You can also fiddle with your team's offensive zone play by choosing between such options as 'dump and chase', 'carry in', and 'pinching defence'. Don't worry – we had no idea what all that meant either, but the diagrams explain a lot in themselves, and you'll also be able to glance at the useful 'pros and cons' advice which flashes up beside each option you consider

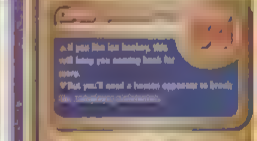












KEIO FLYING SQUADRON

RELEASE: ..... AUGUST
PLAYERS: 1
BY: ..... JVC

MEG: ..... CD
PRICE: £44.99
GAME TYPE ..... MIXTURE)

80
Vibrant colours, also FMV, weirdness abound!

73
Again, functional.

75
OK, but nothing special.

82
Enjoyable 2D action.

81
The tunes from the Mega-CD are back! Very Japanese.

...for about 3 hours. There are secrets to be found though.

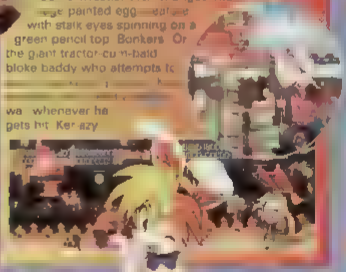
OVERALL 75
Fun, but let down by lack of challenge. One for younger gamers, perhaps?

HOW IT UP!

Keio 2 features a number of bizarre single level scenarios that add further variation to the gameplay. These include underwater swimming stages, rollercoaster bits (sometimes in nearly level) boss battles, puzzle sections and even [illegible] where Keio must run away from a [illegible] of killer raccoons who chant 'oo-ee-ee' crazy whenever they get close. Mental!

ULTRA!

The first boss Keio comes across starts out as a Sumo wrestler then changes into [illegible] painted egg [illegible] with stalk eyes spinning on a green pencil top. Bonkers. Or the giant tractor cum-bald bloke baddy who attempts to [illegible] whenever he gets hit. Ker-azy.



COMMENT

As surreal platform/shoot 'em ups go, Keio 2 stands out from the crowd simply because there IS no crowd. While independently the two sections are nothing special, when mixed together in a fast paced action game the variety of gameplay and the constant bombardment of bizarre images makes for an engrossing and entertaining experience. In these days of texture-mapped polygons and motion-captured sprites it's possible to forget the pleasures of simple 2D gameplay, and on this count at least, Keio 2 delivers. Unfortunately, Keio 2 is about as challenging as a two piece jigsaw puzzle, and most gamers will easily have it whipped in an afternoon. Shame.

COMMENT

While Rayman and Bug! remain my platform faves on Saturn, KFS 2 outshines much of the rest of its competition. Quality games of this type are difficult to come across these days and, while the difficulty level here is obviously pitched towards younger players, there's enough trickery and Japanese kitsch to keep older ones amused. Fun, while it lasts.

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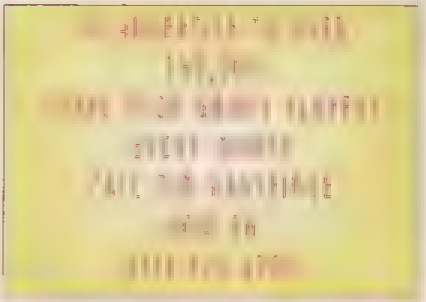

GAME MANIA
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TOTAL

Listen up! Special Agent Jevons here of the C.O.I.S. (Crap Games Investigation Squad) with a cautionary tale for all of you. It'd been a long day on the beat. My partner and I had spent the past six hours prosecuting some pathetic movie license turned platform game, and we were ready for a beer and a good night's sleep. But our night was just beginning.

We got the call at 10 o'clock. Seems some kid in the suburbs had bought the Chase HQ Plus pack from his local importers. Used to play it down the arcades and had 'fond' memories of the game. Didn't want to wait for the MMS review. The fool! We got there by 10.15 but it was too late. He was already bored to tears and suffering from classic W.O.M. (waste of money) syndrome. Not even prolonged play on N.G.H.T.S could bring him round. But it doesn't end there. A few years down the line he married an Essex girl and became a chartered accountant. Tragic.

RELEASE: .....OUT NOW
PLAYERS:.....1
BY: .....TAITO

MEG:.....CD
PRICE:.....IMPORT
GAME TYPE:.....DRIVING

47
Arcade perfect, but by today's standards – pants.

Japanese speech which is sampled so badly it may as well be English.

48
The car spinning on the intro screen must be four frames of animation.

Driving and smashing up cars is good in principal – but not here.

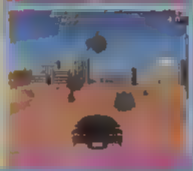
49
Turn it off, just turn it off.

If you worshipped the coin-op you may persevere with this.

OVERALL 45
An arcade perfect conversion of a gimmick game which will only appeal to really, really die hard fans of the coin-op.

DOUBLE THE GAMES HALF THE FUN

The Chase HQ Plus pack features both Chase HQ and its superior sequel Special Criminal Investigations in all their sprite scaling glory. Both games involve you motoring along the road at high speeds in pursuit of your suspect, then repeatedly ramming (or in the case of S.C.I. shooting) them until their damage bar is full and the vehicle stops. Then its on to a new level to do the whole thing again! Yippee! Admitedly there are things like nitros, gears and extra weapons to worry about, but the basic game mechanics are as simple as Joanne Guest.



CHASE HQ

CONVERTED TO THE GAME?

One thing that I can't accuse Chase HQ Plus of being is a bad conversion. Despite the malformed sprites and ear-splitting sound, Taito have apparently created a spot on conversion. Just to check we got our office retro expert, Dave Kelsall, to examine the game at length. He came away with this to say: 'Yup. Its arcade perfect all right.' Still, the game does NOT make use of Sega's awesome analogue pad.

While Taito's Bubble Bobble is a good example of a game which has stood the test of time, Chase HQ is the perfect case study of one that hasn't. I remember playing this in the arcade when it first came out all those years ago, and being blown away by its realistic graphics and lightning fast gameplay. It's a sign of the times that it now looks so laughable. The car handling is dire, the sprites look like flat cardboard and the sound made my ears bleed. If you REALLY loved this game, you may be interested in an arcade perfect conversion, but personally I'll wait for Daytona SCE.

Chase HQ illustrates the dangers of retro gaming in a sobering way. I had fond memories of this and games like Outrun but, rather like the first single you ever bought and your favourite episode of Chigley, these are memories best left alone. Chase HQ is a museum piece that has purely novelty value – arcade perfect it may be, but arcades were very different places all those years ago.

H

Disney's

POCAHONTAS

RELEASE: ..... SEPTEMBER
PLAYERS: 1
BY: ..... SEGA

PRICE: £44.99
GAME TYPE: ..... PLATFORM

GRAPHICS 83
Basic backgrounds, but highly detailed characters.

EFFECTS 80
Some very graceful 'at one with nature' trickery.

ANIMATION 86
Great movement with plenty of frames of action.

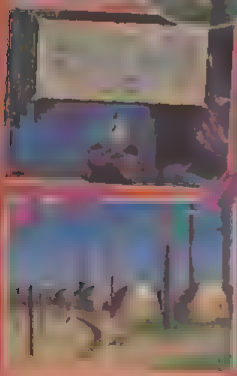
PLAYABILITY 87
A challenging but rewarding play, featuring a variety of game styles.

MUSIC 78
Sing-along-a-Disney time. Nothing outstanding.

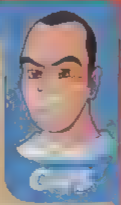
LASTABILITY 79
The linear puzzle elements have little [illegible]

OVERALL 85
An intriguing and well-produced licence, with several fresh gameplay innovations.

ANIMAL MAGIC



COMMENT



COMMENT

BY

RELEASE

PRICE TBA

GAME TYPE PLATFORM

1 PLAYERS

8 MEG

BREAK DOWN

OPTIONS

CONTROL JUMPAD
GAME DIFFICULTY
PASSWORD
CONTINUES
SFX
MUSIC LEVELS
1
PLAY/OPTIONS MODE

ORIGINALITY

CHALLENGE

ORIGIN

WHIZZ has been in production for years. It was originally called 'Big Bad' and was aimed for Saturday.

ACTION

GAME AIM

Make your way to the exit within the time limit, taking the most advantageous route.

STRATEGY

REFLEXES

BEAT THIS

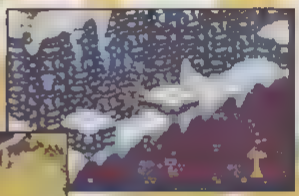
70 MM SEGA

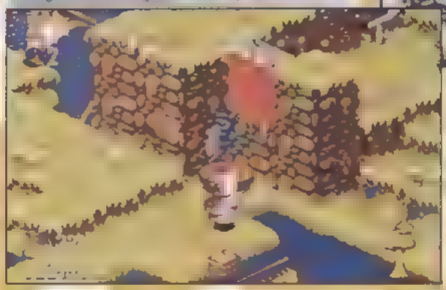
WHIZZ

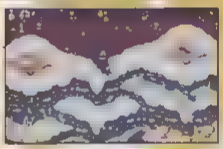
It takes something special to become a video game icon. What does Sonic have that Bubsy doesn't? Would anyone really give a monkey's if Pacman slipped into a canal? There's a thin line between pre-pubescent adoration and ridicule. Whizz bravely steps into this breach as a rabbit wearing a top hat and tails, who attacks his enemies with a comedy spin and has the worst title screen in living memory. You may think things can only get better. And they do...

BEAT THE CLOCK

Each stage of Whizz is a race against time, dictated by a harsh time counter in the top right corner. Death can be staved off by choosing a route through the stages collecting hourglasses leading to further hourglass-free stages.







After [illegible] video pictures and the an[illegible]ptions that went with them by popular romance magazine editorials

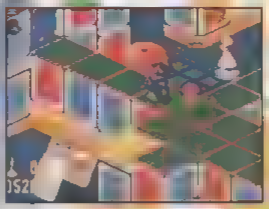
This is clever. Whizz [illegible] in a [illegible] way, but how you do it. Play your cards [illegible] order to make a bridge or make [illegible] es of the dealing

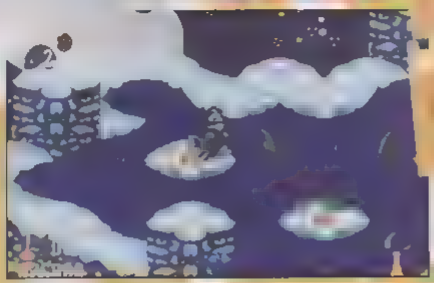
GET HERE IF YOU CAN

"You can travel by speedboat, take a sled and slide down slope." The words of Oleta Adams are uncanny in Whizz, where, as the game opens up, other modes of transport appear (including the two mentioned here). These will get you to other areas with beneficial points consequences

THE KNOCK

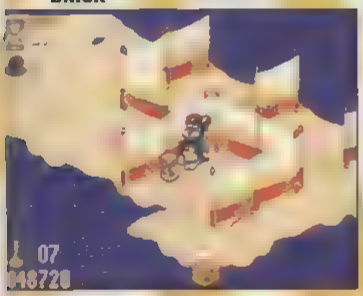
Doors figure heavily on whether you can progress through the mazes. Without a cube to match the weight of the door you can't get through. As you pick up a cube type, all the other cubes change up a type. Here's the sequence





The cubes are not so easy to obtain on later levels. You'll need the key first

The sharks must have frozen boulders, that's all I can say



FUNNY FUNGUS

Creatures succumb to Whizz's spin attack but he uses up some energy performing it. For that reason, collect the mushrooms that pop out of a dying enemy, but only the red ones, mind, or you'll lose even more

GRAPHICS 89

ANIMATION 77

MUSIC 74

EFFECTS 66

PLAYABILITY 88

LASTABILITY 82

OVERALL

Almost worth the wait. Whizz is a midget megadrive gem.

87

BUST A MOVE 2

MEGA GAME

Many moons ago, a cute little puzzle game called Bubble Bobble introduced the world to Bub and Bob, two dinosaurs who liked nothing better than shooting brightly coloured balls around. Well, Bub and Bob are back, in glorious 32 bit. The stars of the curiously titled Bust A Move 2 (no-one is quite sure what Bust A Move 1 was) are up to their old tricks, the only major concession to new technology being the relaxing travel agent's-type posters that form the backdrops to their latest escapades.

Bust A Move 2 is best described as Baku Baku in reverse – you connect balls of the same colour (thus eliminating them from your screen and dumping them onto your opponent's) by shooting them up with a clockwork harpoon gun. The loser is the, er, baby dinosaur who gets overwhelmed by the advancing multi-coloured balls. Oh, and just one more thing – it's quite possibly the best puzzle game we've ever seen.

RELEASE: ..... SEPTEMBER
PLAYERS: 1-2
BY: ..... ACCLAIM

MEG: ..... CD
PRICE: £39.99
GAME TYPE: ..... PUZZLE

GRAPHICS 85
Cutesy, twee, cheesy, bizarre. And fairly basic.

SOUND 80
Cutesy Japanese puzzle tunes. Ignore.

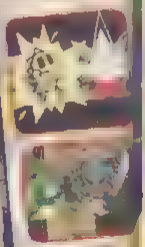
PLAYABILITY 92
Minimal, but effective.

LASTABILITY 92
In two player mode, this will last forever.

ORIGINALITY 80
Puzzle game with a twist.

PRESENTATION 92
Awesome – pure gameplay brilliance.

OVERALL 92
Awesome puzzle fun – so addictive it's frightening.



COMMENT

Bub and Bob are back (or, whatever happened to Bust a Move 1?) for more top puzzle action than you can shake a tiny cute dinosaur at. From the very first level, Bub and Bob revisit the bubble gun to the tune of... well, some jaunty Eastern-sounding ditty, and it's not long before you're hooked on the game's simple-but-addictive gameplay. Bust-a-Move 2 positively oozes charm from every bubble. And as for the game play... well, take just one Bust-a-Move 2 in an attempt to be registered as a close A drug! Despite the simplistic nature of the game, I have no problem recommending this as an essential purchase to one and all.

COMMENT

Any doubts you may have about this not maximising the Saturn's processing potential will be forgotten once you begin playing. This simple-sounding game sports an overwhelming control which makes it incredibly addictive – the attraction of pure gameplay class was never better illustrated. Maybe more could have been made of the graphics, and more options could have been added, but even in this basic form Bust-a-Move 2 topples the mighty Baku Baku to claim the title 'King of Puzzlers.'

EMERGENCY BUBBLE RELIEF FOR BUST-A-MOVE ADDICTS

Release Date : 28 August '96

BUST-A-MOVE 2

Acclaim

PlayStation

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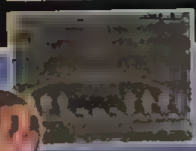
1 PLAYER
FOOTBALL



OUT NOW

OVERALL 78

The Indoor kickaround is fun, but it can't save Striker from relegation to the bottom of the footie game league.

STORY OF THOR 2
SEGA
£44.99
1 PLAYERS
RPG

OUT NOW

OVERALL 89

The Thor legend goes from strength to strength - a well-balanced RPG ideal for devotees and novices alike.

ROAD RASH
EA
£44.99
1 PLAYER
DRIVING

OUT NOW

STARFIGHTER 3000
TELSTAR
£44.99
1 PLAYER
SHOOT 'EM UP

OUT NOW

OVERALL 80

Nothing groundbreaking, but Starfighter's mix of strategy and action offers solid, lasting gameplay.

OVERALL 73

The strong game concept can't survive the disappointing sprites, animation, courses and FMV. A missed opportunity.

you buy it.

BLOCKBUSTER VIDEO

£3.49 for three evenings

Babyboy Dreamcast Abortion – Sega's unreleased console for RSPCA have been informed

Greetings scumballs. This month's letters drain has been well and truly unblocked – the crusty turds clogging up the system are now proudly displayed for your perusal. Enjoy these specimens – my exclusive counselling service is shortly to be streamlined so I can bring you the very cream of the merciless slagging you all so richly deserve. If you think you're hard enough (and none of you are, believe me) then send your letters to: DYNA-YOB, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

NUMBER CRUNCHING

Dear Yob,
I am just writing to inform you (if you don't already know) that in the first week of the PlayStation and Saturn price cuts to £199 the PlayStation sold a mega 7,000 units while the Saturn only sold 850 (which is a rise of 72% on Saturn sales the previous week). I got this info on Channel 4 teletext page 471 doubt you will have the guts to print this but you did say we can not ignore the fact that the PlayStation exists. Captain Sega said we will win the next generation battle by Christmas. Well Sega, you've quite a bit of catching up to do in Britain, where the PlayStation has well outsold the Saturn. But anyway I'm not bothered I don't have one regret in buying a Saturn. But here are a few tips for Sega 1) Try a massive tele advertising campaign, 2) Cut the price of your games to the price of PC games. This would be a killer especially to Nintendo who are going to sell games from £50- £80 Anyway, what a waste of time this is as you will never have the guts to print this. Wimps. But shouldn't complain, its not your fault. So, as Steve would say,
'ta da
Anonymous, Scotland
YOB I had the 'guts' to print your letter 'Scotland' (pity you didn't have the guts to address it). I hardly think guts are required to reply to snivelling nonces from Balaclava-land. As for your letter 1) the 'figures' are indications made by one retail chain. 2) Sony spent close to a million quid on ads in that period and the brief advantage in sales they made has now evaporated almost down to a one-to-one selling ratio (according to latest 'sources'). Anyway, Playstation is around, there may even always be more sold than Saturns. The point is, who has the better library of classic and new titles? Answer: Saturn. PS. big ads for Saturn soon

Thanks to Kevin Allan for the postcard of Mean Bob. Yob's Simpsons feature!

RABBIT DROPPING

Dear Yob,
The other day I was flicking through an issue of what used to be Sega Magazine, and in issue 5, page 16, bottom right hand corner just above a screen shot of flink was a shot of a game named 'Castle game' noticed the way it was set out and then right in the middle of the picture was a little rabbit looking out at me
I thought I had seen him somewhere before, and I was right. After piles of mags I found the same rabbit in a game called Whizz on the Megadrive. My question is, why did Whizz take so long to make?
Well that's it, and thanks for your time
Simon Stallwood, Essex
YOB The story of Whizz is long, tortured and not of any real interest to people accepted in normal society. But since it's you asking, I'll explain. Whizz was initially to be programmed for Sony/Psygnosis by the developer, Flair. But the cartridge market lost its attraction for Psygnosis a couple of years back (they got stuck into PSX development) and the project lost its publisher. Things were probably put on hold until Titus picked up the project a few months back

BORING MANGA FAN

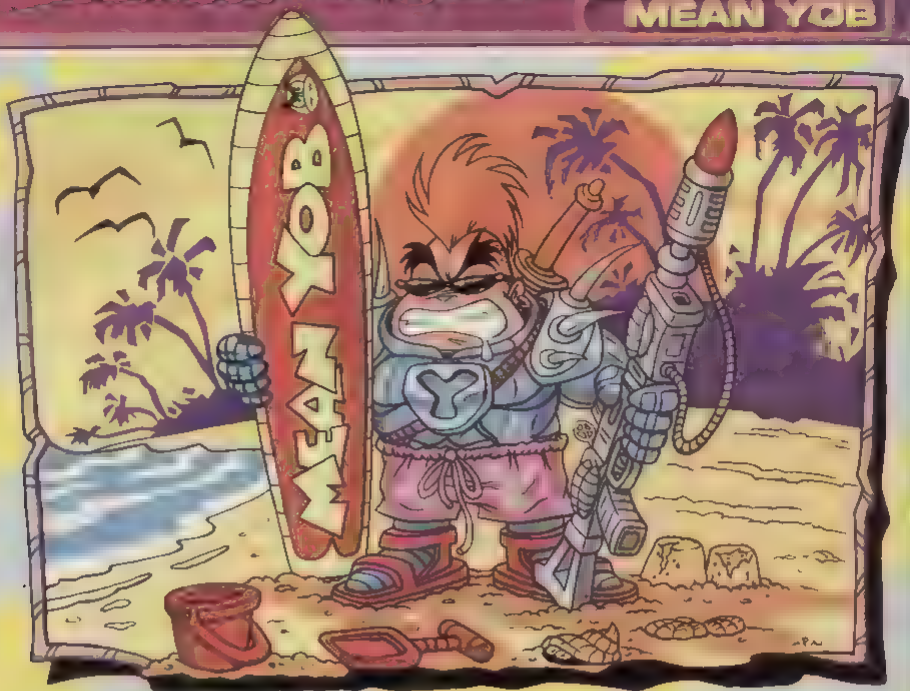
Dear Yob,
Well, how are we coping with serious letters? It must be hard for you. I mean, when I turn to your two humble pages I always expect a good laugh as you slag off some poor git who's trying to be funny. Anyway, don't you think its time you changed the picture of yourself, its getting a bit old. Why don't you get Paul Johnson to do you one, he's a bloody great artist isn't he? Just a quick word to ol' PJ. How old are you? How'd you get that good at drawing? Also like me, you're a big anime fan, but hey, don't get too worked up over Ghost in the Shell. I thought it looked pretty crap. Try Armitage III, it's way better than Ghost
Anyway, back to Yob. Keep up the good work, and, oh yeah, what is Steve Merrett really doing, and what happened to Oz and Paul Bufton? Hmmm
JS, Land of El Hazard
YOB Are you writing to me or what? I'll give you Paul Johnson's address if you want to have a kissy-kissy-love-in, but don't involve me in your sordid fondlings. It's Paul Twatter Johnson, Beach Front Bogs, Butlin's Skegness, Nowheresville. Steve Merrett is dead, Paul Bufton is an international lady of leisure and Oz is now a professional tramp who regularly begs on the editorial office doorstep

JAILHOUSE COCK

Dear Mean Yob
I am in this place wondering which is the best computer out. I've recently owned a PlayStation and loved it, but when I get out in April I want to know which will be the best console to buy? (even though I'm in here I still read computer magazines).
So would appreciate if you would tell me which (PlayStation or Saturn) has the most potential. I've read the Saturn has parts it's not even used yet. Is this true? I have loads of PlayStation and Saturn magazines and I have to admit Saturn is looking better than the PS at the moment. Games like Tomb Raider and Fighting Vipers are looking 1st class
PS. Could I remain anonymous in the magazine?
Anonymous, Middlesex.
YOB I better get this right or you might get Ronnie Reggie and Bungo to 'sort us out' while you're doing 'bird'. You would expect us to be biased – Sega send us fresh fruit and flowers every day, just for saying Saturn is best. But it is, as any brief lookout at the software lineup shows. It is, after all, about games and gameplay, and while Sega have finally got to grips with their machine, the lack of real investment by Sony in development (apart from, admittedly, Psygnosis) is beginning to show.

DIRTY SLAG HEAP

Dear Yob the knob,
You smell of s**t and you are a tramp and a puff. You dress so badly why not try wearing something more in the nineties. You think you're so hard but you're not, so go ***** a sheep. Answer these questions or else



1 Why do you have weapons with you?
2. Why do you dress so bad?
3 Where do you live? In a pile of s**t?
4. How many girlfriends have you had? None probab y!
5 What do you eat? Some scraps out of a bin?
Becky Hill, Essex
YOB What's a puff, anyway? I thought it was a kind of biscuit. I think you're a kind of biscuit. But not a 'nice' biscuit A soggy one. I have weapons with me to execute people like you on sight. I don't dress badly, but it appears to you I do, since your wardrobe is full of hooded tops, bell-bottom jeans, A-line skirts, shell suits and more of the 'latest fashions'. I live comfortably, from vast wads of cash handed to me for slagging bimbos like you which is, I assure you, easy money.

RETURN OF THE TWAT

Dear Yob
The reason no-one can find Skegness is because the whole sad crappy little hamlet is situated up a huge cow's ass where it damn well belongs. I used to get Sega Power you know. On a serious note, they were at one time a very good mag (when it was called 'S'). Anyway, I am amazed, in fact stunned, by the sheer graphics and playability of Guardian Heroes! I bought this incredible experience a week ago and it's now responsible for my lack of sleep. And it's all because Treasure know how to really make games. Full motion video, 3D polygons and oscillating, multi-functional gourad hyperjiggery pokery scrolling are all fine and good, but it's gameplay that we really want. Still, its a good job that Guardian Heroes has some of the best defined sprites and backgrounds in history. Apart from Street Fighter Zero 2 I've never seen such well drawn anime style gaphics in a game. Finally, I think that Mulder and Scully should be called in to examine M.Shawlen's letter. Obviously he's got psychic powers if he can predict my age, social activities and where I write too. Still, I sympathise. I think the reeking stench of fish from nearby Grimsby has affected this unfortunate fool's already twisted mind. Hopefully, the same puke inducing smell will give him the urge to join his ancient ancestors by crawling up the nearest sheepdog's ass. And staying there.
Paul 'Otaku' Johnson, Anime PJ Land
YOB You do know the only reason I print your letters is I don't get that many. I hate you. Seeing one of your envelopes makes me spew. Thanks for your thoughts on Guardian Heroes, but just remember who does the reviews around here. And once again, I hate you.

BADLY ROTTEN YOB

Dear Yob,
The lady next door to me wants to marry you. She's a fat slob from a hippo's armpit. Speaking of marriage, what were you doing at the Battersea Dog's Home? Trying to find a new wife? Anway, I'm writing to comp an that when my brother sent a tip into the tips pond some asswipe put the tip under another name to get out of sending him the game he wanted. He found three more cheats and we are not sending them until he gets the game he wants (Shining Wisdom). If you give us any stick we will insert a PlayStation up your ars (sic) to go with the Sectrum [sic].
Yours engray [sic],
Janice Duke
YOB Dear Jaundice, thank you for your heart-warming letter, which included the words 'asswipe', 'rectum', 'ars' (which is actually spelled 'arse') and a host of other entry-level expletives. It amused me so much I did something I've always been meaning to do. I've sent a copy off to your parents, who of course have no idea their little poppet uses such vile language. Write again when you're not grounded anymore – like 1998.

Important Notice: next month YOB is being rationalised for [redacted] MACHINES, for your added enjoyment and convenience. For the first time anyone wanting a sensible answer on a sensible question should write to MEAN MAIL, MEAN MACHINES SEGA. 'Ars-wipes', as Janice would probably call them, should continue writing to the same address.

Q&A

It has to be said that the letters are becoming more sensible, probably because I'm a sensible person and there is less of the 'list these games in order' dross which used to form an integral part of the Q&A page. Sadly, one thing that doesn't change is the length of this damned intro box. Anyhow, all change next month when we finally dispense with that horrible picture of me that cost an absolute packet. Send your letters in moist anticipation to: Mr D's Nice and Sleazy Q&A, Mean Machines, 30-32 Farringdon Lane, London EC1R 3AU.

FUDGE SUNDAE

Dear Gus
Will you please shed your invaluable knowledge on my burning quiverly. I'm seriously thinking about buying a Saturn as I am hooked on Sega Rally and Daytona in the arcades. However, this is becoming a bit expensive, spending £1 and £1.50 a throw.
1. How close are the textured polygons on the Saturn compared with the coin-op's texture mapping?
2. Does the Saturn's steering wheel have the same kick-back on it when you hit another car, etc.
3. Ref £50 it seems a bit excessive buying an arcade steering wheel for the Saturn. Do you think it is worth buying one?
4. Virtua Fighter tends to be a lot of buttons bashing and very little skill. I've never played VF2, could you please tell me if it requires any more skill than, say, Tekken.
5. How will the Saturn fare when it comes to converting the newer Model 3 based games set for release?

GUS:1. The graphics of the Saturn [illegible] are of course [illegible] That's just not possible on home hardware. However, Sega Rally is breathtakingly like the arcade in look and style, and the graphics are unrivalled by any other racer. I suggest you have a short play in a software shop (any decent one should let you) and I have no doubt you'll be hooked.
2 The steering wheel has no kickback, it would need electronics and motors that would cost a [illegible] Nine and other racing games.
3. I personally don't have one, but if you're seriously into racing games, you'll end up getting one.
4. No! VF2 is one of the most elegant, subtle video games ever made. Don't rely on a bike assessment. Each character has hundreds of moves and the real skill of the game is learning to develop a personal fighting style. [illegible] character. There is more skill than Tekken as VF2 uses 'real' contact relays, not long-range attacks.
5. Time alone will tell, but rest assured, the games will never be on the Playstation!

KULFI

Dear Gus
I have some questions which need answering because I need to impress my dog.
1. I am hooked on the Shining [illegible] games, so can you tell me if there are planned for the 32X, Mega CD or Megadrive?
2. If not, are there plans or news concerning another one?
3. Can you tell me if Monkey Island for the Mega CD is any good, and how much it costs?
4. Whatever happened to Shadow of Atlantis and Alone in the Dark for the 32X? Were they dropped?
5. Would the 32X's FULL power combined with the memory capacity and music quality of the Mega CD get even close to making games such as Shining Wisdom, X-Men for Street Fighter 2?

GUS:1. There won't be any more 16-bit games, but the [illegible] programmers, Sonic, are working on several Saturn projects.
2. It's good for an old game, which it now is. Don't pay full price.
3. Dropped like the hardware.
4. Probably...not.

ICELAND TIRAMISU

Dear Gus
I've been saving my questions for about a year, just to make sure that Steve 'punies the foikin' Merrett has well and truly left the Q&A room. Now I can exercise [illegible] sinful, unrepressed answers.
1. Why does the screen display [illegible] mass when an innocent person is shot in the face?
2. Will the new Daytona [illegible] game feature simultaneous link-up like Daytona USA is the arcade? It was a laugh playing it with three mates [illegible] couple of years ago.
3. I will be studying GNVQ Business and A-Level computing at college from September. [illegible] considering the ripping [illegible] want to become a [illegible] programmer (anybody [illegible] Suzuki)!
4. What is Sonic's [illegible] CD creator Sonic Team? Do you think this explains why they lack those extra gameplay [illegible] needed to be mega-games?
5. What would happen if I [illegible] full screen PAL game (eg. UK) [illegible] only on a Japanese Saturn?

Thinking that the Saturn had no lock-out system?
6. There is no AM2 icon in Virtua Racing Deluxe for the 32X. Why didn't AM2 handle the conversion? Could they have done a better job?

GUS:1. Do you really need me to answer that? It assumes you've misread your intended target.
2. Daytona will be split-screen and a netlink version is planned to go with Sega's new modem peripheral!
3. Certainly, programming knowledge is important if you want to design games a computer can realistically handle.
4. They were the work of the Sega Technical Institute in America, who are now working on Sonic Extreme. But Sonic creator, Yuji Naka, has been involved in every Sonic game.
5. The answer I suspect you want to hear – it would go fast. However, due to screen sizing, some information would be lost off the bottom of most UK TVs.
6. I have to be honest and say I don't know if they did handle it. And with the 32X in general, who can ever know?

BUTTON PECAN PIE

Dear Gus
I have a few questions for ya, big man.
1. I'm gutted about the Saturn being [illegible] than the PlayStation version. Please be honest.
2. Does this mean Capcom should make a 3 instead of Super Ultra Turbo Arena Street Fighter 2? And if they do, will it be 2-D or 3-D?
3. How many mates does Steve Merrett have to Monza Kart with? Which do you prefer?
4. Rumour says PlayStation [illegible] is better than Virtua Fighter 2. Rumour says that Virtua Fighter 2 is better than Saturn. What do you say?
5. Is Sonic to worst [illegible] Destruction Derby, Wipeout, Ultimate UK3 and Gex.

GUS:1. No. The truth hurts doesn't it.
2. Here's the one on this one – I thought Alpha was good, but couldn't give a monkey's about Streetfighter anymore, and Capcom should change the record. There may be loads of games

from 'real gamers' about that, but they should bog off and expand their gameplaying horizons.
3. 3D beat 'em ups are much more fun.
4. Your mates, your uncles, they all sound like twats. And they are.
5. Gex, Wipeout, Link3, VF2 – DD we've yet to review.

ENGINEER

Dear Gus,
Great mag. Keep up the good work!
1. How will Sega manage to get Virtua Fighter on the megadrive?
2. Will it have Ellen Ripley or Shuri in it?
3. Will Sonic 3D on the megadrive have a red and yellow checkerboard or will it have other colours too?
4. How come you gave Toy Story 97%? I think it deserves 97%.
5. I like beat 'em ups. Any better ones apart from VF coming on the Megadrive?
6. Where the best beat 'em up on the Megadrive?
7. How much did you give Fifa Soccer 96?
GUS:1. With a good programmer and a large cartridge.
2. It doesn't.
3. The first feature we did was on level 1.
4. Because we're the toughest markers in Segadom! The mem packs had a similar structure.
5. Nope.
6. Currently MK3, but VF is going to 'kick its ass' as vulgar [illegible] say.
7. Not much.

CHOCOLATE MOD PC

Dear Gus,
I am thinking of getting a Saturn or PC and these questions could help me decide.
1. Which is more powerful: Saturn or a Pentium 100?
2. What's the difference between SGLDS and the Sega graphics?
3. Will most of the top PC titles be converted to Saturn?
4. How many more titles are there which are due for release under the Sega PC range?
5. What Grand Canyon Combi
GUS:1. Both are performing to much the same level. The PC has better processing power, but the Saturn has excellent custom graphics facilities for 3-D.
2. 'Graphics Library' is misinterpreted and over used. It's a set of routines developed for machine code to optimise power. A PC does not have any custom graphics hardware chips.
3. It's happening – Command and Conquer, Quake, Duke Nukem 3D etc.
4. Lots, but the Saturn versions will always be better.

Dear Gus,
My bud, pal, friend who will answer and print the questions I'm about to ask.
1. When will the amazingly brilliant NiGHTS be coming out, and around how much will it cost?
2. Is Crystal Dynamics' "The Horde" any good?
3. Is Syndicate Wars on the Saturn going to be like Syndicate on the Megadrive?
4. Is Sega going to be like Syndicate as Toy Story did so well on the Megadrive or is there any evidence of a Saturn conversion?
5. Will either Tekken or Tekken 2 going to be brought out on Saturn?
6. Who do you think is best-looking out of Claire and Lucy?
7. When will VirtuaCop 2 and Mega Carpet 2 come out on Saturn?
8. Isn't the Astra from Vauxhall advert with the little babies topless? Especially when they sneeze!
Matthew Smith, Hemel Hempstead, Herts
GUS:1. September 5th, £39.99.
2. Yep.
3. Much more ambitious, but with the same idea.
4. I think the time
5. Lots of rumours, as
Where, it's everywhere.
6. Lucy's run away before I could judge that.
7. No, I think it's wo
have ads are Walls
John Smith's bi

CASUAL DRULES

Oh mighty, mysterious, dragon-slaying, princess saving, questing, adventuring hero! Since your mag is the best can you answer these interesting questions.
1. Will Quake (PC), Formula 1 (PS) or Resident Evil (PS) ever be released on the Saturn?
2. Will "Sailor" or "Daytona" be released on the PlayStation considering that Sega have Destruction Derby and Wipeout?
3. Please could you tell me if EA are planning a sequel to Fifa 96?
4. I have played Cruisin' USA and Sega Driver in the arcade and now I hear they are being released on the N64 - I think they messed them up. You think?
Paul Reeves, Sunderland
Merseyside
GUS:1. I know what formats the games come on. Maybe you need the answer.

problems doing it, I h
Daytona – Never, never, never
3. Yes, for Christmas.
4. Well done, you are correct.
Cruisin' USA is the best Nintendo
have been able to come up with
the arcades for four years. Unless
you count that crudely lifted rip-off
Killer Instinct.

RICE KRISPIE CAKES

2. Apparently the Saturn documentation
released in
about this issue, and
they console out.
3. Another word on Fighting Vipers, Virtua Cop 2, Manx TT, Hornet on the Saturn.
4. Sega is a
companies going to use
how fast Psygnosis are
contract with Sony
to see quicker
sequel to 2 and
Psygnosis?
Ray Bailey, Co
GUS:1. It does prove that
meaning. We ran that rumour
months ago.
2. Yes, we ran that rumour three
months ago. It was
showed the document to
3. Sonic Fighters this year.
on Manx TT.
BNK have dumped the
are instead working on a
tension, which is much
possible.
Hopefully.

Another month over, and hopefully Dan will learn to use the spellchecker next time before going off to play Puzzle and Action. Well, you didn't think I typed the letters up myself, did you? Take a letter, Ms Jevons!

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Phantasy Star III and Landstalker wanted for Megadrive, also Shining Force for Mega CD phone Gary 0121 5030308 West Midlands.

MD for sale with 15 games (inc. 6 game cart and Menacer) eg. Super SF2, Micro Machines 96. Comes with youpad and joy-stick but MD not boxed. Worth £400 but will sell for £140 Call Faheem after 7.30pm on (01706) 660170

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Mega Drive Plus over 20 games Sonic 1 to Sonic and Knuckles, Mortal Kombat 2 and 3, Micro Machines 96, Plus a Menacer and 4 Joypads all worth over £500 Will sell for £170 Contact Jonathan on Dumbarton (01389) 730708

SWAP Desert Strike (MD) for MK2 (MD) phone (01386) 48351, Ask for Tom.

Mega Drive and 32X, 4 Joypads (SG Propad and 6 Button), 21 games (+91%) including Virtua Fighter, Doom, VR, Sonic 1,2,3, Dynamite Headdy, Theme Park, SF2, MK2. Excellent condition. All boxed / instructions. £375 ono. (RRP £1190). phone (01924) 848878

WANTED: Premier Manager. will pay up to £40 phone Alex on 01403 730018 (Barns Green West Sussex) Format: Mega Drive

Mega Drive games for sale, Theme Park, FIFA 95, Eternal Champions, Sonic and Knuckles, Streets of Rage 2, Sonic 2, Speedball 2, Fantasia, Altered Beast. All £10 each phone Bob on 0181 925 1208

Mega Drive 2 with 3 control pads, one 6 button, two 3 buttons and six games Ristar, Sonic 2, Micro Machines '96, 3 more games, the lot £250 o.v.n.o. Tel: 0113 250 4050 after 6.30pm – 9.30pm

Mega Drive + Mega CD for sale, 25 games. Top games. will sell for £175 contact Brett on (01522) 545511

Mega Drive 2 excellent condition with box and manual, two control pads, six games including mega games 2, £105 o.n.o. (01248) 680553

I am looking for a pen pal who likes game gears and has got one of his or her own, call Lee on 01536 384359

WANTED: Pushover for PC will pay reasonable prices contact William on (01622) 871816 if not buy, temporary swap.

Mega Drives games wanted, Megalomania, super Skidmarks, Premier Manager, and Ayrton Senna's super Monaco GP2 phone (01494) 813442

Super Monaco Grand Prix wanted for Mega Drive Tel: (01363) 82530 ask for Fabien

GAMES SUCK!

Who needs games when you can have crochet. Next month we become MEAN MACHINES CROCHET in a devastating blaze of hardcore needlework and blindin' petit-point. Some of the exciting features you can expect.

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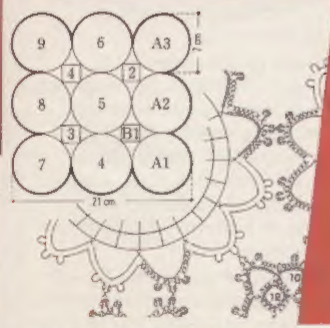

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NEXT ISSUE GOES ON SALE OCTOBER 4TH

Please Mr Newsagent,

I would like to reserve a copy of MEAN MACHINES SEGA. I haven't done so before, I am a fool. I have plotted against the state, I have committed many despicable acts and betrayed countless comrades. I have spied for our enemies. But now I'd like to make amends and get the best Sega mag there is!

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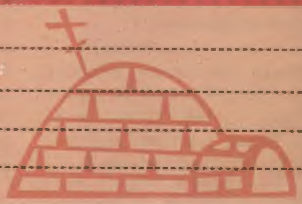

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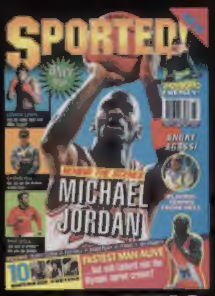

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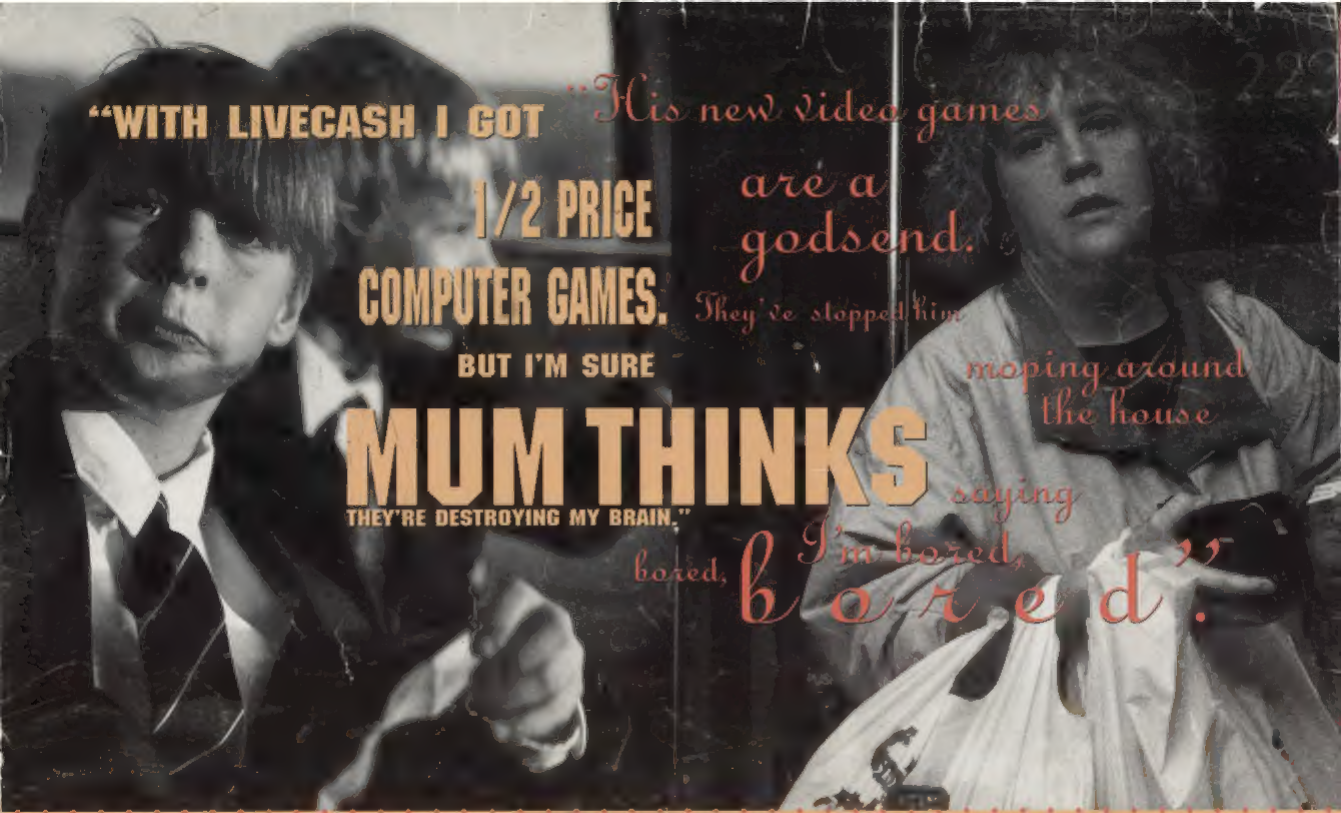

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